

Mass Effect 3: Vindication



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“This unit approves.”

- DC Douglas, a.k.a. Legion

Introduction

“In the year 2148, explorers on Mars discovered the remains of an ancient space faring civilization. In the decades that followed, these mysterious artifacts revealed startling new technologies, enabling travel to the furthest stars. The basis for this incredible technology was a force that controlled the very fabric of space and time. They called it the greatest discovery in human history. The civilizations of the Galaxy call it...Mass Effect.”

- BioWare, 2007

Welcome to...oblivion! Prepare yourself for the vindication! Now *that* would be a douche-y way to start off, huh? I'll spare you the grandiose statements...for now. Hi. My name is Gerry. I'm a huge Mass Effect fan and I was *really* disappointed with how Mass Effect 3 ended. No lie, after I beat ME3 the first time, I literally typed "Mass Effect 3's ending sucked" into Google and – wow! – I wasn't alone, pissed off gamers were everywhere.

Fast forward to July 2012, after the *Extended Cut* DLC came out, and I got this crazy idea: I could rewrite ME3. That's right, me, a broken down schmuck from New Jersey with no video game industry experience. I was a professional blogger for awhile, and I took a screen writing class once, and I have bits and pieces of incomplete screenplays packed away in boxes. You know, the perfect qualifications for writing video games!

But, I did it. Presenting Mass Effect 3: Vindication, a fan revision, and blueprint, for fixing Mass Effect 3. ME3, was the epic end to a beloved trilogy that was anything but epic. Check that. ME3 *became* epic, but for all the wrong reasons: Electronic Arts was named the worst company in America; a fan fund-raiser raised \$80,000 to retake Mass Effect; two BioWare co-founders left the company; tri-colored cupcakes bombarded BioWare's Edmonton headquarters; mea culpa *Extended Cut* was released, and then months later mea culpa *Citadel* was released. Problematic...

This is not the legacy Mass Effect should leave – just like there is *Star Wars*, *The Empire Strikes Back*, *Return of the Jedi*, and that, uh, you know, other shit. ME3V is the product of more than a year of hard work and *way* more cash than I'd care to disclose, but it shows that, with a little determination, forthrightness, and a *lot* of coffee, one human can reshape the universe as we know it. Sound familiar?

Why do this?

I'd be lying if I didn't admit there is a personal gamble here. Helloooooo, game companies! And miscellaneous people who might want to hire me. If you like what you're about to read, I'd love to discuss any opportunities you might have. I have a resume, references, I'm up to date on all my shots and house broken. So yes, part of why I wrote ME3V is because I think it'd be really cool to work in the video game industry, and I know I can do it.

Phew! Now that I've got that out of the way, here's the other reason why I created ME3V. As a "super-fan," I just couldn't let Commander Shepard go out like that! ME3 grossly whitewashed, overlooked, or made irrelevant, so many of the choices we made during Shepard's journey: the Rachni, the Collector base, rewriting the heretics, and choosing a councilor – just to name a few of the things that irked me. Maybe the spirits spoke to me, but I felt I could do better.

Then there are the endings. Listen, any overweight, balding, high school gym teacher will tell you that you sprint hard to the finish. You don't fumble, bumble, and limp to the end. Even with *Extended Cut*, which basically just elaborates on a bunch of bad endings, ME3 takes players on a grand journey and leaves them saying, "What the fu—?" Commander Shepard deserves more.

So yes, I know how arrogant this will sound, but I feel, via the changes, revisions, subtractions and additions, I present in ME3V, I make ME3 a far better game than what the entire staff at BioWare spewed forth. Pelt me with rocks if you want to, but I must stand behind my work. If I don't, who will? Maybe you? We'll see...

Think of ME3V as a “patch.” One of those things you used to have to download for every computer game that came out in 90s. Take ME3 and all its downloadable content and call it “the original game,” then jam ME3V, with all the cool stuff you are about to read, right into the heart of it, and you have what ME3 should have been: a satisfying, multifaceted finish to one of the greatest video games series of all time!

Oh, and I hope by now you’ve realized that ME3V isn’t a game. It’s a book...sort of.

What about “artistic vision”?

Amid the uproar over ME3’s endings, when fans were raging the hardest and journalists were calling disgruntled fans entitled brats, an argument supporting BioWare’s writers was floating around. It sounded something like this: “This is how BioWare intended Mass Effect 3 to end. It is their artistic vision. Their art. Who do fans think they are to trash the endings and demand a rewrite?” Remember reading something like that? I do.

Here’s what I’ll say about that argument. It is totally justified, but far from impenetrable. Sure, ME3 and the Mass Effect series ended as its creators intended. Fine, I get that, but that doesn’t mean the artistic vision can’t suck. The Ford Pinto was someone’s artistic vision, but time proved it to be a flaming death trap, literally. Or in the case of aforementioned *Star Wars* series, the last-first three movies were George Lucas’s artistic vision, but they stunk. Again, just because something is someone’s true art, that doesn’t mean it should be held immune to scrutiny and feelings of discontent from the public. Similarly, I’m sure a lot of people are going to have a major bug up their ass about ME3V.

And don’t forget, whether it were to save face (or brand loyalty), BioWare did release *Extended Cut*, so someone – no doubt someone important – felt the need to react to fan outrage. Somebody felt something was wrong. If artistic vision reigned supreme, then *Extended Cut* wouldn’t exist. It sounds cool though: “Extended Cut.” It would make a great name for a fat-burning diet pill. Get ripped with *Extended Cut*!

Long story short: Applying “artistic vision” can’t explain the mistakes away. ME3’s endings were bad.

What can you expect to find in Mass Effect 3: Vindication?

Okay, so enough of the setup and Gerry’s obnoxious opinions (for now), back to ME3V. Just what is festering inside these pages? Well, *my* artistic vision contains a lot of stuff. I span the gamut, folks. I start by making changes and additions to many of our favorite squadmates, and march all the way down to the endings. In between, you’ll find content for other major characters, new missions, new enemies, revised missions, and more. Just scan the table of contents and you’ll see.

I rework major decisions that were glossed over in the original game, such as killing or not killing the Rachni Queen in ME1. I will explain more about that later, but for now, know that if you deep-sixed the queen in ME1, she doesn’t come back as some patched-together Reaper false queen. In ME3V, Queenie is dead-dead, and that whole mission with the false queen is changed, and the Ravagers are replaced by Elcor Destroyers. Yup, elcor...

If Shepard chose Anderson as councilor in ME1, then ME3V keeps him as councilor; he doesn’t just hand the job to that slime ball Udina. And rewriting the geth heretics or giving Cerberus the Collector base in ME2 now results in major consequences. Shepard will be hit with two brand new enemies: the Geth Sentinel and Cerberus Arbiter.

Also, neglected or poorly addressed characters make their way into ME3V, such as Rupert, Kal’Reegar, Sha’ira, Morinth, Seryna, Helena Blake, Rana Thanoptis, and others. Many of them appear in new ME3V side missions or revised missions, such as Citadel: Batarian Codes, now with Gianna Parasini; and Citadel: Cerberus Retribution, with Sidnois as the principale character, provided Garrus didn’t blast him in ME2. Basically, I try *not* to leave you hanging with characters who get ambiguous fates, or no fates at all, in the original game.

I add a totally new character class in ME3V: the Savant. If you switch your Shepard to a Savant, he/she becomes a combination of all three power disciplines in the Mass Effect world: tech, combat, and biotic. Shepard’s facial scarring will turn from red to green, and he/she gains the devastating class-specific power: obliterate, an unstoppable beam of energy that rips through any foe. And Savants join the multiplayer fray too, in the form of the N7 Vindicator. Vindicators are very, very angry. More on that later...

Some priority missions have also been tweaked. I stick Priority: Palaven actually on Palaven, and I propose new ideas and concept art for the Geth Consensus, which allows Legion, or the Geth VI, to fight at Shepard’s side, i.e. they become temporary squadmates. And on Tuchanka, either Wrex or Wreav will now join Shepard during the mad dash to the maw hammers.

ME3V serves up two new romances as well: James and Khalisah Bint Sinan al-Jilani. Shepard can choose Khalisah over Allers as the Normandy's embedded reporter and experience all the "intricacies" of having the Galaxy's most hated journalist on board an Alliance warship, and Shepard can even be so brazen as to romance her. The Khalisah romance and James romance are given new dialogue and content in accordance with the DLCs too, especially *Citadel*. Khalisah is a bad, bad girl...

Speaking of that, I also pump the DLCs with new content, such as having Leviathan join the epic space battle, new dialogue for Aria and Nyreen in *Omega*, and fun times for Ken and Gabby during the *Citadel* house party. And, ME3V allows Shepard to *really* continue a romance with Kelly Chambers, leading to, um...good times in Shepard's new apartment!

Now, as for the endings. I can't forget the endings. The endings are a third of ME3V and I've created *more* than ten new ending scenarios, including having Shepard and friends survive, and going on to live happy lives; or Shepard succumbing to the Reapers' power, turning evil, and enslaving the Galaxy, and turning many major characters into Reaper minions to serve at his/her side. Oh, and all of this is built off of BioWare's original Destroy, Synthesis, and Control endings. Go figure...

It's hard to sum up everything you'll find in ME3V. Did I mention my addition of multiplayer campaigns that permanently raise Galactic Readiness, or a new mission that allows Shepard to re-romance (sort of) Morinth, and makes her a new war asset? Or how about the *real* new face for Tali I offer up? Not a bad Photoshop of a Getty Image. Oh! And how could I forget all the concept art I use to illustrate my ideas? You might have seen some of it in ME3V's official trailer, which features music by Faunts (the ending song in ME1) and Sam Hulick, composer on the soundtracks of all three Mass Effect games. (<http://www.youtube.com/ME3Vvideos>)

All I can say is, that ME3V is locked and loaded with so much new content, that I have probably forgotten some of the stuff I crammed into this thing. Maybe you and I will both be surprised as we read through this monstrosity.

Does Mass Effect 3: Vindication revise everything in the game?

No. How's that for being blunt? ME3V is offered as a revision, NOT a total rewrite. I piggyback off the original game and revise and add content as I feel is necessary. Listen, I'll freely admit it: without the original game, there would be no ME3V. Of course, that also means there would be no immeasurable disappointment with how the Mass Effect series ended, which could have been a good thing, actually.

In short, not *everything* about ME3 is bad. I leave plenty of stuff alone. Want a few examples? Kaiden, Ashley, and EDI receive no significant changes in ME3V. Sure, all three receive new epilogues in accordance with ME3V's new endings, but for the most part. I leave them alone. The same goes for many of the missions in ME3, even priority missions, like Priority: Thessia. Neither am I crazy enough to alter anything about the original character classes. That'd be sacrilege! And then you'd shoot me.

So, as you're reading ME3V and you get the feeling I might have missed something, know this: I didn't. Any part of Mass Effect 3 that you don't read about in ME3V, i.e. I didn't devote a billion pages to, remains as it is in the original game. Hooray! Less reading for you!

How to read Mass Effect 3: Vindication

I'll tell you this right now, ME3V will not be the easiest thing you've ever read, but then again, how could it be? I took an interactive medium and converted it back to written form. ME3V is not perfect. It doesn't shine and shimmer like a professionally polished diamond, but it's a Bigfoot-sized step in the right direction. Rawr!

Ideally, ME3V would be a patch: an equally interactive object downloaded into the original game, so that you can play and experience all that I offer. Yeah, no. If I could, I would, but I only know a little HTML, certainly not enough to code an entire game. That's how it works, right?

So, how should you approach ME3V? Well, you'll need to be very familiar with the entire Mass Effect series. Ideally, you will have played all three games and their DLCs. I'd say, at the very least, you'll need to have played ME2 with the *Genesis* comic book and ME3 plus the DLCs. I'll admit, ME3V is for Mass Effect diehards, nerds, freaks, and people with OCD. Listen, if I weren't OCD myself, I wouldn't have been able to write this damn thing!

If you've only played ME3, you'll likely see ME3V as a big waste of time. Because ME3 works nicely as a stand-alone game, so many of the things I address, create, and revise, will be totally lost on you. All I can say is, "lucky you." You're born free of the Mass Effect heartbreak and buyer's remorse.

Concept art

ME3V is packed with concept art. Listen, I can only babble so much. ME3V's concept art will help fill in the blanks; it fleshes out my ideas. So throughout ME3V you'll see this: [see concept art 37](#) (or whatever number it will be). Now, all concept art is at the back of ME3V, but, I do my best to insert a thumbnail of each piece of concept art nearby its relevant text inside ME3V itself. I'll admit it's not perfect; sometimes it's tricky, but all concept art is marked and numbered, identifying what it is. And again, you can find every sketch at the very end, in full scale.

I wish I had concept art for every single idea in ME3V, but I don't. Simply put: I couldn't afford it, so in a lot of instances I use written description only. Keep your imagination handy. You're going to need it!

Weird things you'll see...

ME3V is part editorial, part exposition, part narrative, and part screenplay, mixed in with a bunch of concept art and a few flowcharts (for the endings). So unless you're some kind of literary savant, I highly doubt you've read anything quite like ME3V before. Honestly, ME3V confounded even me at times; jumping back and forth between writing styles wasn't easy, especially because the bulk of my professional writing experience is in blogging and journalism. Good thing I took that screenwriting class!

So, I use a lot of odd formatting, abbreviations, and notes to move ME3V along. Here are some of my frequently employed devices to keep in mind.

- **Ellipses or "..."** – If you see this, and you will, it's my way of explaining that the proceeding unfolds the same way as in the original game or in accordance with something I've already written. When I insert new dialogue into the original script, I *often* use an ellipses to signify something has happened before, and/or will afterwards.
- **Italics** – I use italics for a lot of the "notes" I insert into the writing. It just makes it easier to point out these quick factoids/instructions. I also use italics to represent any action that takes place in the middle of dialogue (i.e. script). It helps distinguish it from the non-italic text (dialogue). And sometimes, I use italics to stress a certain word, or to help highlight any particularly obnoxious comment I might make. Good times!
- **(pauses)** – In script writing, "(beat)" is used to signify a brief pauses in speech. I was worried that "(beat)" might confuse readers, so I use "(pauses)"; it's almost never a long pause, just a quick refrain in the dialogue, a beat.
- **(chuckles), (annoyed), (sarcastic), etc.** – This is script writing babble too. When you see words inside parentheses at the beginning or in the middle of dialogue, it indicates the tone, emotion, or manner in which the character is delivering that line, e.g. "(angry)" means the character is saying it angrily; "(under his breath)" means the character is muttering it to himself.
- **(cont'd)** – More script writing jargon, "(cont'd)" is short for *continued*. A "(cont'd)" follows dialogue that is interrupted by action (in italic), and then the dialogue picks up after the action or event is over.
- **Indentation** – I use a lot of indentation to keep things organized, e.g. if Shepard has different conversation options available to select, I will indent the various conversation options under the conversation wheel.
- **Bold Headings** – Bold Headings are pretty simple; they signify different parts within various sections.

Time to start reading

So, if all this hasn't scared you off, it's time to start. Here's my major piece of advice: read slowly. Take your time with ME3V, and use your imagination. Again, Mass Effect 3 was a game, a playable movie, that I pulled back into written form. Move at a snail's pace; there's no rush. Proceed methodically. If you're reading ME3V, I'm assuming you're a Mass Effect nerd, just as I am, so I have no doubt you'll move through ME3V with turian-like discipline.

Thank you, and enjoy reading Mass Effect 3: Vindication.

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- Corporal Richard L. Jenkins

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Section 1

Squadmate Changes

“It’s so much easier to see the world in black and white. Gray...I don’t know what to do with gray.”

- Garrus Vakarian

Best way to say it: there’s a *shit load* of characters in Mass Effect! Next time you can’t fall asleep, try counting *them* instead of sheep. Ten bucks says you’re unconscious before you even get to Charr. If you reach Zaeed, might I suggest melatonin tablets? Characters are the heart and soul of the Mass Effect franchise – even the Reapers – that’s why Mass Effect 3: Vindication addresses characters first.

This particular section is all about Shepard’s Mass Effect 3 squadmates: Garrus, James, Javik, Liara, EDI, Tail, Kaidan, and Ashley. *Other characters and crewmates are covered in the sections that follow.* Every single squadmate is addressed here, but the degree of change will vary. Squadmate changes and revisions are *not* confined to only this section. You’ll find new content throughout Mass Effect 3: Vindication. Section 9: Downloadable Content and sections dealing with the endings are particularly rich in new material and dialogue.

Mass Effect 3 and the entire series overall are a vast web of plotlines, scenarios and character interactions. Mass Effect 3: Vindication is all this and more...

In-combat dialogue

Here is a highlight of this section: squadmate dialogue during battle. BioWare built this into Mass Effect 2, but for some reason dropped it in ME3. Sorry, but “scoped and dropped” and “nothing’s faster than Chatika vas Paws” are too good to cut loose. ME3V brings back these classic lines, plus adds new ones. Every ME3 squadmate gets this type of new dialogue, i.e. “In-combat dialogue.”

Note: Later on, temporary squadmates, like Wrex, Wreav, and Cortez also receive in-combat dialogue.

Note: In ME3V, squadmates can revive Shepard and each other; the accompanying dialogue is included here. More on ME3V’s new revival system, including Shepard’s responses to be revived can be found in Section 11: Gameplay Changes.

Garrus

Garrus is my favorite character, so I was glad to see his storyline executed so well in ME3. It’s not until his final night of passion with Shepard, before hitting Cronos Station, where Garrus hits the skids. Two lines of dialogue are killer: “Guess I’m getting pretty good at this. But some more practice wouldn’t hurt.” Geeze, Garrus, way to kill the moment with that cornball line!

It diminishes the power of the moment: too lighthearted, too lame. So ME3V gives players the opportunity to keep it intimate, adding a powerful paragon interrupt.

Garrus: Battle scarred and shirtless

Concept art is in abundance in ME3V – get used to it, as this is only the beginning. Garrus gets his first piece of concept art here. To heighten the intimacy of the moment, ME3V unveils a shirtless Garrus; a shirtless turian for that matter. Haven’t seen that before! **See concept art 01.**

Garrus's body is lean and battle hardened, but also scarred and damaged (from his near death experience in ME2). It shows Garrus's grit and strength, but also his frailty...fitting. Garrus is also shown without his visor. He doesn't take it off for just anyone, only Shepard.

Garrus: Revised romance scene

Shepard sits on her bed.

She looks at a data pad.

Garrus (off camera)

"Shepard. Thought you might be up here."

Shepard looks up.

Garrus, shirtless, stands before her.

He walks over to Shepard.



Garrus

"You know what the best part is about a battle that decides the whole fate of the Galaxy?"

He sits down next to Shepard.

Shepard

"Winning it?"

Garrus

"I was thinking it's a good excuse to..."

Shepard looks at Garrus's scars.



Shepard can touch Garrus's chest scars.

Garrus gasps.

Shepard

(choked up)

"I'm sorry, Garrus."

Shepard puts her head on Garrus's chest.

She tears up.

Garrus

(comforting)

"It's okay."

Garrus pulls Shepard in close.

Shepard

"Don't ever leave me, Garrus."

Garrus lifts Shepard's head.

Garrus

"Never."

Shepard and Garrus kiss.

FADE TO BLACK.

Shepard gains 2 paragon points.

(Dialogue continued; no interrupt.)

Garrus (cont'd)

“...remind the ones you care about that...well, you care about them.”

(pauses)

“Want some company?”

...

Note: After the dream sequence everything proceeds as scripted in ME3.

Garrus: No trace of the sniper...rifle

Listen, we all know that if Garrus survived the suicide mission in ME2, he's coming back to fight by Shepard's side in ME3 – especially since every gameplay preview before ME3V's release showed him and Liara – but let's add a *little* suspense!

Before Priority: Palaven, if Shepard visits the gun battery, the disassembled sniper rifle on the workbench is not there (definitely not there if Garrus is dead). We know the gun battery is where the king of calibrations will hangout, but humor me: let's go for a teeny tiny bit of secrecy. When Garrus rejoins the Normandy *then* the gun comes back.

Garrus: EDI's new body, part 1

Garrus and Liara (keep reading) have no reaction to EDI acquiring her new body, which is a little odd considering the entire ship is going haywire. So ME3V scribbles in a little something to make Garrus cognizant of the flickering lights and screwy, miscellaneous stuff.

Once Garrus makes his comment, Shepard cannot interact with Garrus again until after the situation has been resolved. Then he'll go right back to calibrating the big giant gun, and the reunion conversation will continue as scripted in the original game.

Part 1

Garrus stands by the door to the Med Bay.

His gun drawn.

Shepard initiates conversation.

Garrus

“Damn, Shepard, I'm back two minutes and already all hell is breaking loose.”

(pauses)

“Never fails...”

Part 2

Later on in the game, Garrus will comment on EDI's body. It doesn't trigger a full conversation, just a new remark Garrus makes when Shepard interacts with him.

Shepard initiates conversation.

Garrus

“Huh. EDI's new body...”

(pauses)

“What do humans say?”

(mock human voice)
“She’s got nice curves...”

Garrus: In-combat dialogue

Encountering enemies:

“Enemies!”

“Heads up, Shepard!”

Fighting:

“Scoped and dropped!”

“*Right* between the eyes.”

“Oh, I make us look *good*.”

“*Way* more fun than calibrations.”

Concussive shot:

“Sit...*down*!”

“Oh! That was pretty.”

Overload:

“Deploying overload.”

Proximity mine:

“Proximity mine away.”

About to go down:

“Spirits...this hurts.”

“Going down, Shepard.”

Revived:

“Don’t suppose I get hazard pay.”

“Thanks, Shepard.”

Reviving someone:

“On your feet, Shepard.”

“Come on. Get up.”

Fighting over automatic revival:

“Ugh. Let’s not do that again.”

Liara

Second only to Shepard, Liara has undergone the most profound character evolution in the Mass Effect series, despite *only* being 109. Long gone is the socially awkward archaeologist we met on Therum in ME1 and here to stay is the mysterious, cerebral Shadow Broker...shhh, don’t tell.

Truth be told, Liara’s story in ME3 is great, especially her final night with Shepard up in his/her cabin. Biotics plus love-making equals a vid better than Vaenia. However, ME3V does change Liara’s default look; a dorky lab coat doesn’t fit who she is anymore. **See concept art 02.**

ME3V gives Liara a badass trench coat, fingertip-less gloves, and light armor-plating on her mid-section. Liara has crossed over to the dark side and nothing says “dangerous” like a black trench coat! Plus she already wore the white lab coat in *Liar of the Shadow Broker* DLC...so lets not repeat ourselves.

Liara: EDI’s new look

Liara too has no reaction to the Normandy going haywire when EDI takes over Dr. Eva’s body, so, same as Garrus, ME3V gives Liara a new bit of dialogue. And like Garrus, once Shepard interacts with her, he/she can’t interact again until after Shepard resolves the situation. Then Liara will be back in her cabin.

Part 1

Liara stands outside the elevator.

Shepard initiates conversation.

Liara

(relieved)

“Shepard! There you are...”

(pauses)

“Looks like the power surges are coming from the AI core.”

Shepard

(annoyed)

“Great...”



Part 2

At some point during the game, included in Liara’s list of random remarks when Shepard interacts with her in her room, she’ll make a comment about EDI’s new chassis.

Shepard initiates conversation.

Liara

“An asari, a turian, a quarian, a salarian...”

(pauses)

“Hmmm. Somehow an unshackled AI in a Cerberus body doesn’t seem that strange of an ally.”

Liara: In-combat dialogue

Encountering enemies:

“Shepard, look out!”

“Enemies!”

Fighting:

“For the goddess!”

“I’ll flay you alive!”

“You can’t hide from me.”

“Goddess preserve us.”

Singularity:

“Singularity deployed.”

“I’ll send them flying.”

Warp:

“Burns, doesn’t it?”

Stasis:

“Stay *right* there.”

About to go down:

“Goddess...this hurts.”

“In trouble, Shepard.”

Revived:

“I have to work on my barriers.”

“Thank you, Shepard.”

Reviving someone:

“Are you alright, Shepard?”

“Hurry, get up.”

Fighting over automatic revival:

“Goddess, that hurt.”

Javik

Let’s get silly for a second. Javik receives full attention in *Section 9: Downloadable Content*, but for now...send in the clowns. In ME3V, at some point after Priority: Rannoch, Javik can be found in the Normandy’s lounge lying in that chair under that orb-shaped machine with the mood lighting next to the bar. Like many other things in this cycle, Javik finds himself aggravated by the contraption.

Javik: Sleepy time

Javik is lying down in the chair.

He mutters to himself.

Javik

“Ugh. This is ridiculous. Joker pilot and his lies. I feel nothing...pointless.”

Shepard initiates conversation.

Shepard

“Having fun Javik?”

Javik

(deadpan)

“No. What is the point of this machine?”

Shepard

“The lighting is specifically designed to relax and relieve stress.”

Javik

(agitated)

“Bah! Another pointless invention of this cycle.”

(drowsily)

“In my cycle—.”

Silence.

Shepard
(concerned)
“Javik?”

No response.

Shepard (cont'd)
“Are you alright?”

Javik begins to snore.

Shepard
“Ha! You’d think after 50,000 years in stasis he’d have slept enough.”
(pauses)
“Sweet dreams, Javik.”

Javik snores loudly.

Javik: In-combat dialogue

Encountering enemies:
“Enemies ahead!”

“Eyes forward, Commander.”

Fighting:
“For the empire.”

“I will destroy you!”

“Kneel before me!”

“Die, primitive.”

Dark channel:
“You will *burn!*”

“Feel 50,000 years of vengeance.”

Pull:
“I will rip you apart.”

Lift grenade:
“Grenade away!”

About to go down:
“No...I shall not fall.”

“I *will not* die like this.”

Revived:
“I...refuse to die.”

“Thank you, Commander.”

Reviving someone:
“Get up. Quickly!”

“On your feet, Commander.”

Fighting over automatic revival:
“An unacceptable performance.”

Javik: What’s wrong with your hair, Shepard?

This isn’t a problem with Javik, he has no hair, but apparently his room on board the Normandy has a built in bad hair day generator. If fem-Shep walks in there, her hair becomes transparent and partly disappears. So for the sake of female Shepard’s super sexy stylish new default look, let’s give the girl a break and fix that.

James

The biggest revision to James in ME3V is making him a romance option for fem-Shepard. More about that later, but for now, here’s James’s new in-combat dialogue.

James: In-combat dialogue

Encountering enemies:
“Shepard, bad guys ahead.”

“Commander, up front!”

Fighting:
“I could do this all day!”

“I...am...Vega!”

“Die, pendejo!”

“Head shot. Score!”

Carnage:
“Whoa! Take that.”

“Now *that’s* pretty.”

Frag Grenade:
“Grenade out!”

Fortification:
“Just try and get through this.”

About to go down:
“Dios. I think I’m going to puke.”

“Ugh. This hurts, Shepard.”

Revived:
“Alright. That was a fail.”

“Thanks, Shepard.”

Reviving someone:
“Hurry...let’s go, let’s go.”

“Come on. Break’s over, Shepard.”

Fighting over automatic revival:
“Uh...nobody saw that, right?”

James: Problem with his gun

Here's a weird little glitch: if you purchased a downloadable weapons pack, e.g. the Cerberus Harrier, and you equipped James with it during Priority: Mars, the gun will seemingly merge with the M-8 Avenger, James holds when Shepard meets up with Liara inside the Alliance facility. Not sure why or how it happens, but the hybrid weapon looks terribly cumbersome. Probably shoots like crap too...

Tali

If Garrus is Shepard's right hand man, then Tali is Shepard's left hand woman; so no revision of ME3 would – wait! – I'm not going to put off that 800 pound gorilla in the room! How about we skip ahead? ME3V gives Tali a new face. Yes, there are other revisions to Tali, including a new default look and new dialogue, but let's start with ME3V's new face for Tali...shall we?

Tali: Saving face

It's *hard* not to be overly critical of BioWare here, but they set *themselves* up for scrutiny with the utter mishandling of Tali's face. You can't just pluck a readily available stock photo off the internet, filter it purple, chop off two fingers, and call it Tali. *Getty Images* is great if you need a picture of a fat guy holding a tape measure around his belly, but not for Tali.

Instead, ME3V takes a page out of BioWare's own playbook. **See concept art 03.** Tali's new face is modeled after her voice actor, actress Ash Sroka; same thing BioWare did for Joker (Seth Green) and Miranda (Yvonne Strahovski). ME3V's new face still incorporates the quarian features in BioWare's original *Photoshop*, but modeling it after Ash Sroka and not altering an actual picture of Ash Sroka, makes all the difference – makes it *unique* to ME3V...as it should have been.



Tali: New default look

ME3V gives the rest of Tali a makeover too. In ME3, the quarian admirals have slick new outfits, shiner and more stylized than their suits in ME2, but in walks Tali. Tali's suit is drab and out of place, as if she were literally ripped out of ME2 and jammed into to ME3. Garrus has cool new armor for ME3, as do Kaidan and Ashley, so why not Tali? Now she does. **See concept art 04.**

Tali's suit is upgraded in ME3V. It retains most of its overall look, but now includes flexible light armor and forearm bracers. Tali knows the battle of all time is coming...now she's ready for it!

Tali: Where'd you go, Tali?

Tali is very noticeably absent in the beginning of ME3, even more so than Garrus. It's made doubly noticeable if she wasn't exiled in ME2 and even more so if Shepard romanced her. Shouldn't Tali/Zorah vas Normandy actually *be* on the Normandy? At the very least leave a sticky-note on the refrigerator door.

If Tali survived the suicide mission in ME2, ME3V fills in the blanks in between starting a new game and later reuniting with Tali; adding intrigue, but not blowing the shock of the new quarian-geth war. After Priority: Palaven and before EDI's new body makes the Normandy go haywire, Tali will contact Shepard via the Normandy's vid-comm. If Tali isn't in your game, i.e. she died in ME2...well, just ignore this whole part.



Note: This conversation varies depending on whether or not Tali was exiled in ME2.

Tali: New dialogue on vid-comm (Tali exiled)

After conversation with Admiral Hackett.

Traynor

(over intercom)

“Commander, incoming message from Tali, it sounds urgent. Patching it through vid-comm now.”

Tali pops up on hologram.

Signal is distorted and wavering.

Tali

(fuzzy)

“Shepard.”

Shepard

“Tali, where are you?”

Tali

“I received an urgent message from the fleet—.”

Tali’s hologram blips in and out.

Tali (cont’d)

“Request...I return immediately.”

Shepard

“The fleet? I thought you were exiled?”

Tali

(distorted)

“They did, but we—.”

Tali’s hologram becomes increasingly more distorted.

Shepard

“EDI, can you clean this up?”

Shepard waits for EDI’s response.

Shepard (cont’d)

“EDI?”

(pauses)

“Damn it.”

Tali

(heavily distorted)

“Shepard...need your help...the geth have—.”

Shepard

“Tali, you’re breaking up, I can’t hear—.”

Tali’s signal cuts out.

Shepard

“Damn it!”

(pauses)

“Traynor, contact Admiral Hackett. Tell him something is going on between the quarians and the geth.”

Traynor
(over intercom)
“Aye, aye, Commander.”

Tali: New dialogue on vid-comm (Tali not exiled)

...

Shepard
“Tali, where are you?”

Tali
“I received an urgent message from the fleet—.”

Tali’s hologram blips in and out.

Tali (cont’d)
“Requesting I return immediately.”

Shepard
(direct)
“Tali! What’s going on?”

Tali
(distorted)
“The Admirals are trying to—“

Tali’s hologram becomes increasingly more distorted.

Shepard
“EDI, can you clean this up?”

Shepard waits for EDI’s response.

Shepard (cont’d)
“EDI?”
(pauses)
“Damn it.”

Tali
(heavily distorted)
“Shepard...need your help...the Geth have—.”

Shepard
“Tali, you’re breaking up, I can’t hear—.”

...

Tali: In-combat dialogue

Encountering enemies:
“Shepard, enemies.”

“Bosh’tets ahead!”

Fighting:
“Die you Bosh’tet!”

“Aww, did that hurt? Too bad!”

“For Rannoch!”

Combat drone:

“Go for the optics, Chatika! Go for the optics!”

“Go get them, Chatika! Good girl!”

“Nothing’s faster than Chatika vas Paws.”

Shield drain:

“Your shields are mine.”

Sabotage:

“It’s under my control.”

About to go down:

“Keelah...hurt bad, Shepard.”

“It’s getting dark...”

Revived:

“Hey! I didn’t see any bright light.”

“Thanks, Shepard.”

Reviving someone:

“Come on. It’s not that bad.”

“Hurry, Shepard, get up.”

Fighting over automatic revival:

“Ugh. I have to change my excretion filter...”

Kaidan, Ashley, EDI

No major revisions here. BioWare did a fine job with Kaidan, Ashley, and EDI. Remember, ME3V doesn’t revise *everything*. ME3V, as much as possible, strives to work within the soul of ME3, only adding or revising when necessary, not adding things just for the sake of adding *something*. Well, not always...

Kaidan, Ashley, and EDI are fine as is – no need to muck that up – but like other characters, they do have new dialogue throughout ME3V. For now, here is Kaidan, Ashley, and EDI’s new in-combat dialogue.

EDI: In-combat dialogue

Encountering enemies:

“Commander, enemy presence confirmed.”

“Targets sighted.”

Fighting:

“Target neutralized.”

“Engaging hostiles.”

“This makes me *feel*...alive.”

“Critical hit scored.”

Incinerate:

“Deploying incineration tech.”

Overload:

“Overloading their systems.”

Decoy:

“Decoy active.”

Defense Matrix:

“Defense matrix online.”

About to go down

(static interference)

“Switching to emergency power supply.”

“Systems shutting down, Shepard.”

Revived

(static interference)

“Initiating self repairs.”

“Thank you, Commander.”

Reviving someone:

“We must hurry. Get up.”

“Commander, are you functional?”

Fighting over automatic revival:

“Systems operational, Commander.”

Kaidan: In-combat dialogue

Encountering enemies:

“Party’s over, Shepard.”

“Enemies ahead!”

Fighting:

“One down.”

“*Just* an L2, huh?”

“*That’s* for Ash!”

“Good...night!”

Reave:

“Damn this feels good.”

Overload:

“Overload deployed.”

Cryo Blast:

“Weakening their armor.”

Barrier:

“Barrier active.”

About to go down:

“I’d be lying if I said this tickles.”

“Getting shaky, Shepard.”

Revived:

“Alright. I did really bad there.”

“Thanks, Shepard.”

Reviving someone:

“Come on, Shepard, get up.”

“It’s not that bad, let’s go.”

Fighting over automatic revival:

“Ugh. Just another day at the office...”

Ashley: In-combat dialogue

Encountering enemies:

“Shitheads, ahead!”

“Look out, Shepard.”

Fighting:

“Head shot...*of course.*”

“Tango down.”

“*That* one’s for Kaidan!”

“Death...closes all.”

Concussive Shot:

“And *stay* down!”

Marksman:

“Right in the head!”

Inferno Grenade:

“Burn you bastards.”

“Grenade out!”

About to go down:

“*Yeah*...this hurts.”

“Wounded, Shepard.”

Revived:

“Not my best moment.”

“Thanks, Skipper.”

Reviving someone:

“Let’s go, Shepard, on your feet.”

“Get up. Come on.”

Fighting over automatic revival:

“I want hazard pay, skipper.”

Section 2

Major Character Changes

“Our influence stopped the krogan, but before that, we held the line! Our influence will stop Saren! In the battle today, we will hold the line!”

- Captain Kirrahe

What is a major character? Everyone else! Recurring characters and characters who are not squadmates in Mass Effect 3 are considered major characters. It mostly includes characters from Mass Effect 2; namely ex-squadmates, but also covers important figures that have been with Shepard throughout the series – most notably Anderson and Udina. Current ME3 crewmates will be addressed here as well.

Like Section 1, the degree of revisions and additions varies and changes are not confined solely to this section. Many major/recurring characters pop up throughout Mass Effect 3: Vindication. ME3V brings back forgotten (or poorly addressed) characters, such as Sha’ira the Consort, Rupert, Sidonis, and Kal’Reegar to name a few.

Long story short, I tried to reincorporate as many past characters as possible to tie up loose ends. If Shepard had a decent amount of interaction with them in the previous games, I tried to bring them back. *Many major characters also receive personalized epilogues at the end.*

Also, while not singular characters, notable races of aliens are addressed in this section. Sure, the Rachni are a “species”, but they’re also a major character in and of themselves. You’ll find stuff for the Rachni, Elcor, and Geth here as well.

Anderson

Picking the first human councilor was a major decision in Mass Effect 1 (and directly effected Shepard’s Specter status in ME2), but it gets the silent treatment in ME3 (check the codex). In the Mass Effect books and before the start of ME3, Anderson steps down as councilor; so no matter whom you chose in ME1, Udina is councilor in ME3...faux pas! No, no, no...

The Mass Effect video games are the franchise, not the books. No offense to the literary world – I read, I like books – but this is just plain bad. Sorry to be blunt. So long story short and sacrificing the continuity of the Mass Effect novels, if Anderson was your councilor, he remains in that role throughout ME3V.

To do this, Udina will serve as *Councilor* Anderson’s proxy throughout the game as Anderson leads the rebels on Earth; all it required is some new dialogue/altered dialogue and a minor tweak to Anderson’s combat uniform.

Note: If Shepard chose Udina to be councilor in ME1, the game proceeds as scripted in ME3.

Anderson: Councilor Anderson reunites with Shepard

Shepard and Anderson’s initial meeting in the opening moments of ME3 now contains different dialogue in ME3V. Additionally, Anderson will be dressed in the Councilor attire he wore in ME2.

...

Shepard and James walk together down the hall to the Defense Committee.

Shepard

“What’s going on?”

James

“Couldn’t say, just told me they needed you, now.”

Councilor Anderson approaches.

Shepard

“Anderson.”

James snaps to attention and salutes.

James

“Councilor.”

Anderson

“You look good Shepard.”

Anderson pats Shepard’s stomach.

Anderson (cont’d)

“Maybe a little soft around the edges. How are you holding up since being relieved from duty?”

Shepard

“It’s not so bad once you get used to the hot food and soft beds.”

(pauses)

“What are you doing here on Earth, Anderson? Shouldn’t you be on the Citadel...Councilor?”

Anderson

“Admiral Hackett is mobilizing the fleets. I’m guessing word has made it to Alliance command. Something big is headed our way.”

Shepard

“The Reapers?”

Anderson

“We don’t know. Not for certain.”

...

Note: A revision of the second half of this opening sequence can be found in Section 3: Revised Missions, featuring new concept art of a Batarian Ambassador.

Anderson: Udina serving as proxy

During their first conversation on vid-comm, Shepard can ask Anderson about Udina serving as his proxy on the Citadel. It’s brief, but necessary.

...

Shepard talks with Anderson over vid-comm.

Shepard

“You think you can hang on?”

Anderson

“Hell, we’re just trying to talk to each other. Right now, all we can do is organize the resistance at a local level.

(pauses)

“No lack of volunteers at least. Everybody knows what’s at stake.”

Shepard



Note: Underlined conversation options remain as scripted in ME3.

Conversation option: “Udina”

Shepard

(sarcastic)

“Udina says, ‘Thanks for the job,’ by the way.”

Anderson

(chuckles)

“I doubt that.”

(pauses)

“But he’ll get the job done. One thing Udina is good at is being a pain in the ass.”

Shepard

“No arguments here.”

Anderson: Symbol of the Citadel

Since Anderson is still Councilor, his combat outfit on Earth will no longer fly Alliance colors; instead, his cap and body armor will bare the insignia of the Citadel Council.

Bailey

Commander Bailey does not get any sweeping changes in ME3V. In fact, it’s a *very* minor change, but given the importance of Bailey’s role in ME3, I consider him to be a major character. So this little tweak deserves to be here.

In ME2, Bailey sits at his desk in Zakera Ward clicking away at his computer terminal; looks like he is doing something, like he’s alive. In ME3, Bailey sits upright in the chair behind his desk, staring out into space; even his hands are in a weird position...creepy! So here’s the fix. In ME3V, Bailey goes right back to typing on his keyboard. Commander Bailey is a very busy man – no way he has time for daydreaming.

Geth VI

In ME3, if Legion did not survive the suicide mission, or was sold to Cerberus, the Geth VI serves as his stand-in. The Geth VI walks, talks, and looks just like Legion, save for the holographic piece of Shepard’s old armor (which is never explained in a new-new game by the way). ME3V re-specs the Geth VI. **See concept art 05.**

ME3V’s Geth VI is bigger and more menacing; modeled after a Geth Prime, not a Geth Trooper, like Legion. The new Geth VI is designed for frontline combat. It is fearsome. However, ME3V’s Geth VI will retain Legion’s original voice; this ensures Shepard/the player will recognize him, and not blow him away along with the other hostile geth aboard the Geth dreadnaught. Oops!

Note: If Shepard completed Legion's loyalty mission in ME2, then the line of dialogue about facing more geth units is omitted. This also means Shepard will not encounter the new geth enemy (Section 6: New Enemies).

Geth VI: New dialogue (Shepard met Legion in ME2)

To highlight the Geth VI's distrust of humans, ME3V gives it a new, threatening, line of dialogue during the conversation with Admiral Xen aboard the Normandy immediately after Priority: Geth Dreadnaught.

...

Geth VI walks into the War Room.

Geth VI

"Shepard-Commander. We are prepared to offer assistance."

Admiral Raan

(shocked)

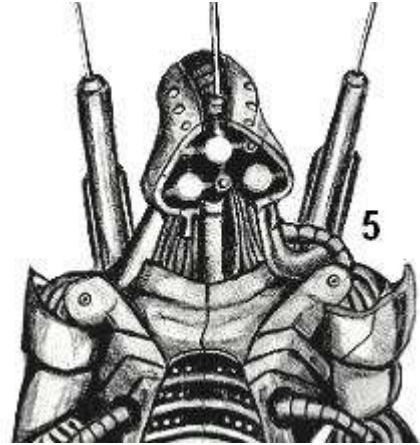
"What the hell is this?"

Shepard

"Wait, wait – everybody calm down!"

(pauses)

"It's an advanced reconstruction of some kind. The original Geth was named Legion. It died helping me fight the Collectors."



Admiral Xen

"This is a fascinating prototype. With some study, I may be able to use it to find a weakness in the Geth consensus."

Geth VI

"That would be unwise, Creator-Admiral Xen. We would resist, and you would die."

Shepard

"Legion helped me in the fight against the Collectors."

...

Geth VI: New dialogue (Shepard never met Legion in ME2)

...

Admiral Raan

(shocked)

"What the hell is this?"

Shepard

"Wait, wait – everybody calm down!"

(pauses)

"It's an advanced reconstruction of some kind. It says it's on our side. It wants to fight the Reapers."

Admiral Xen

"This is a fascinating prototype. With some study, I may be able to use it to find a weakness in the Geth consensus."

Geth VI

"That would be unwise, Creator-Admiral Xen. We would resist and you would die."

Shepard

"It helped us against the Geth on that dreadnought."

...

Geth VI: New dialogue under investigate

Shepard approaches the Geth VI after the confrontation with Admiral Xen.

Shepard initiates conversation.

Geth VI

"You prevented physical alteration to this platform by Creator Admiral Xen. We are prepared to share mission-relevant data."

Shepard

"Was that a thank you?"

Geth VI

"Please select a topic of inquiry."

Shepard

Geth threatening live ships.

Investigate.

Tell me about you.



That's it for now.

Note: Underlined dialogue options remain as scripted in ME3.

Conversation option: "Tell me about you."

Note: This extra conversation option is only available if Shepard reactivated Legion in ME2 and he did not survive the suicide mission.

Shepard

"How are you different from the first Legion?"

(pauses)

"You certainly look different."

Geth VI

"The mobile platform you refer to as Legion was deemed too fragile. Its failure aboard the Collector Base served as evidence."

(pauses)

"This unit is better suited for frontline combat...and serves as a deterrent."

Shepard

"A deterrent?"

Geth VI

"We do not fully trust you or your allies, Shepard-Commander."

(pauses)

"This unit is more capable of repelling aggression."

Shepard

(sternly)

"Is that a threat?"

Geth VI
(deadpan)

“Yes.”

(pauses)

“This conversation is irrelevant. Please select another topic.”

Grunt

Shepard practically raised Grunt, so it's good seeing our little boy all grown up...err, more grown up, in ME3. Plus watching Grunt toss a rachni down a hole is an instant classic. ME3V does not alter Grunt himself. However, ME3V does elaborate on Grunt's potential back story heading into ME3.

If Grunt was not released from his tank in ME2, Shepard will then receive this email early in ME3 informing him/her of the krogan's fate:

From: Alliance Research Command

Subject: Krogan specimen.

We regret to inform you that the Krogan specimen you retrieved on Korlus died in transit to our facility. Later examination of the tank revealed damage to the hydro-oxygenator, likely sustained during the Normandy's passage through the Omega-4 relay.

Its corpse is scheduled for autopsy next week. We will inform you of any relevant discoveries at that time.

*G. Lucertola
Junior Analyzer*

Jack

The “psychotic biotic” returns in ME3, but she's not the stone-cold bitch Shepard recruited in ME2. In ME3, Jack is softer, more vulnerable, and plays the part of mother panther. She protects a group of biotic students on Grissom Academy, which is currently under attack by Cerberus forces hoping to claim the talented young biotics.

ME3 provides a great evolution to Jack's character, so ME3V leaves well enough alone. Instead, ME3V tweaks what happens to Jack, if Shepard ignores Grissom Academy, expanding on Jack's romance story line and giving Phantom-Jack a more Jack-appropriate look.

Jack: Psychotic biotic phantom

If you elected not to help Jack and the students on Grissom Academy, Shepard will later encounter Jack on Cronos Station during Priority: Cerberus Headquarters. Jack will have been captured by Cerberus, tortured, and turned into a Phantom. Then in the large area with the dead human-Reaper hung from the ceiling, Phantom-Jack will drop down and attack Shepard.

We know it's Jack because she belts out her trademark line, “I will destroy you!” But aside from the Phantom being renamed Jack, there's nothing special about her. ME3V changes this. **See concept art 06.**

In the sketch, Jack retains much of the phantom armor, expect for the sleeves, revealing her signature tattoos. Perhaps it's the last vestiges of Jack's rebellious nature bleeding through – w e'll never know. Additionally, Jack is helmet-less. Her face bears the scars of Cerberus Reaper augmentation and butchery. This adds shock-value and hits Shepard with the harsh consequence of his/her negligence.



As for the sword, ME3V drops it entirely. Jack is a biotic super-human: she doesn't need sharp pointy things to get the job done.

Jack: A bloody romance

Instead of dispatching Phantom-Jack like any regular enemy, in ME3V when Jack drops down to attack Shepard it triggers a brief cut scene; one that is especially sentimental if Shepard romanced Jack in ME2.

Jack: New dialogue (no romance or Shepard is female)

Jack drops down.

Jack charges at Shepard with glowing biotic fists.

Jack

(screams)

“I will destroy!”

Shepard

(shocked)

“Jack?”

Jack

“Ahhh!”



Shepard can shoot Jack.

Note: Shepard gains 2 renegade points.

(A squadmate will shoot Jack if Shepard does not.)

Jack falls backwards and collapses against a railing.

Shepard rushes over.

Shepard

“Jack!”

Jack

(coughs)

“Shepard?”

Shepard

“I'm right here, Jack.”

Jack

“Kill them, Shepard.”

(coughs)

“Kill them all.”

(death rattle)

Jack dies.

Shepard

(somber)

“I will.”

Shepard slowly shakes his/her head.

Squad members react.

(All squadmates' reactions are listed.)

Garrus

“Damn it. The Illusive Man dies today.”

Tali

“Keelah se'lai, Jack.”

Lara

“Her real name was Jennifer. She would have liked to know.”

Ashley

“One more reason to hate Cerberus. Bastards.”

Kaiden

“The Illusive Man has to pay for this.”

James

“The Illusive Man is about to see what happens when you piss me off.”

Javik

“Better to be dead than a Reaper puppet.”

EDI

“I feel angry. I like it.”

Shepard stands up.

Shepard

(determined)

“Come on. Let's go.”

Jack: New dialogue (Shepard romanced Jack in ME2)

Jack drops down.

Jack charges at Shepard with glowing biotic fists.

Jack

(panicked)

“Shepard, run!”

Shepard

(shocked)

“Jack?”

Jack

“Ahhh!”



Shepard can shoot Jack.

Note: Shepard gains 2 renegade points.

(A squadmate will shoot Jack if Shepard does not.)

Jack falls backwards and collapses against a railing.

Shepard rushes over.

Shepard

“Jack!”

Jack

“Shepard?”

(panicked)

“Why didn’t you come? Why didn’t you save me?”

Shepard

“I’m sorry, Jack. I didn’t know—.”

Jack

“I’m scared, Shepard...Shepard?”

(dying)

“Shepard, where are you? Where are—”

(death rattle)

Jack dies.

Shepard

(somber)

“I’m sorry, Jack.”

Shepard slowly shakes his head.

Shepard (cont’d)

“Damn it.”

(All squadmates’ reactions are listed.)

Note: Squad member reactions are same.

...

Shepard stands up.

Shepard

(determined)

“Come on. Let’s go.”

Jack: One night in Purgatory

If Jack was your girl in ME2 and you chose to help the biotic students, Shepard can paragon-interrupt while on board the shuttle leaving Grissom Academy and “reassure” Jack that she should indeed keep that N7 tattoo on her ass. Then later Shepard and Jack can reminisce at a table in Purgatory.

After their talk, Shepard escorts Jack onto the dance floor for some classic Shepard bad dancing...and that concludes the Jack romance in ME3. (Not counting Shepard’s brief chat with her on vid-comm on Earth or the events in the *Citadel* DLC.)

ME3V provides another opportunity to show Jack some love. Instead of just walking out to the dance floor, Shepard can now renegade-interrupt and initiate a ME2-lower-deck-style romp in the bathroom. Naughty!

Jack: Come here, woman!

Shepard and Jack finish their conversation at the table.

Shepard and Jack walk towards the dance floor.



Shepard can grab Jack.

Jack
"Hey!"

CUT TO BATHROOM:

Jack's back hits the wall.

See concept art 07.

Shepard goes to kiss her.

Jack (cont'd)
"Wait!"

Shepard
"What?"



Jack
"I love you...you crazy fucker!"

Shepard and Jack vigorously make out.

FADE TO BLACK.

Note: Shepard gains 2 renegade points.

Note: If Shepard does not renegade interrupt, he and Jack will continue onto the dance floor, as scripted in ME3.

Jack: Oh hey, EDI...

If you bring Garrus with you in the fight to liberate Grissom Academy from Cerberus, Jack will acknowledge his presence: "Good to see you again, Garrus. Face still looks like shit." But Jack doesn't acknowledge EDI's presence. Okay, maybe she doesn't realize its EDI, but it is a walking, talking, fighting mechanized biped that warrants some sort of reaction...doesn't it? Here we go.

...

Fighting stops.

(E.g. renegade dialogue option; doesn't matter which is selected.)

Jack
"You want a medal?"

Shepard
"No, I'd like you to shut up so we can get moving."

EDI walks over.

EDI
"Jack. Your presence here is most unexpected."

Shepard
"EDI? No shit. Finally got that sex-bot, ay, Shepard?"
(pauses)

“Okay. Right now, all I care about is getting my guys out of here.”

...

Jacob

Jacob gets a happy ending in ME3. For not dying during the suicide mission, he is rewarded with a brand new girlfriend, Dr. Brynn Cole, and impending fatherhood. It puts a nice bow on Jacob's story, but it's *too* quaint. So ME3V offers another fate for Jacob, and it's contingent on how (or if) Shepard completed Jacob's loyalty mission in ME2.

In ME3V, if Shepard did not complete Jacob's loyalty mission in ME2, or if it resulted in Jacob's father committing suicide or leaving Captain Taylor to be torn apart by his savage crew, Jacob will be captured by Cerberus.

But if Shepard did complete Jacob's loyalty mission in ME2 and handed Captain Taylor over to the Alliance, his storyline proceeds exactly as scripted in ME3. And sorry, fem-Shep, you still can't re-romance Jacob.

Also, Jacob gets a brand new look in ME3V for Arrae: Ex-Cerberus Scientists. Ahem, if you're on the run from a dangerous organization like Cerberus *and* paling around with a bunch of ex-Cerberus scientists, would you really wear the same clothes? Hopefully the answer to that question is obvious – so let's also go ahead and put all the ex-Cerberus in typical Mass Effect civilian attire, including those weird neck-belts the women wear.

Jacob: Hired gun

When we first meet Jacob in ME2, he describes himself as “just a soldier”. ME3V runs with that idea. **See concept art 08**. Instead of his Cerberus jumpsuit, Jacob gets cargo pants, a tight t-shirt to show off his beefy arms, and a bulletproof vest. In ME3, Shepard calls Jacob a “hired gun” and that's exactly what he is in ME3V; now he looks the part.

Note: After completing Arrae: Ex-Cerberus Scientists and after talking to Jacob Huerta Memorial Hospital, he will no longer be present upon future visits to the hospital.

Jacob: On the run from Cerberus

If Jacob survived the suicide mission in ME2 without completing his loyalty mission or leaving Captain Taylor to meet a gruesome end, Shepard will receive an urgent message from Jacob after Priority: Citadel II.

Shepard walks by the galaxy map.

Traynor calls out to Shepard.

Traynor

“Commander, you have an encrypted message from Jacob Taylor.”

Shepard checks his/her email.

Jacob's email:

From: J. Taylor

Subject: Cerberus looking for me.

Shepard. Cerberus is on my trail. I barely escaped the attack, had to kill a few troopers to get away. Need to get off the Citadel.

Meet me on the Presidium. I'm hiding out in one of the apartments. Hurry!

And Shepard, I caught a look at Kai Leng. Be careful Shepard, he is more dangerous than he looks.



- Jacob

Jacob: Meeting Jacob on the Citadel

Once on the Citadel, head to the apartments above the Presidium. Jacob's apartment is up the right staircase, first door on the left. When Shepard opens the door a short cut-scene ensues.

Note: This is timed. If Shepard visits the Citadel two times and does not head to the apartments, the apartment will no longer be accessible. However, ignoring Jacob's plea does not alter the events that follow.

Audio-log (Shepard did not romance Jacob or is male)

Shepard enters the apartment.

Shepard

"Jacob?"

Shepard notices a flashing light on a computer terminal.

Shepard activates the terminal.

Audio log plays.

Cerberus Trooper

"Tell us what we want to know."

Jacob

(pained)

"I'm not telling you shit."

Cerberus Trooper

"We have orders to kill you, Jacob. Start talking."

Jacob spits at the Cerberus Trooper.

Jacob

"Fuck you!"

Angry voice

"Do it."

A gun shot can be heard.

Audio log cuts.

Shepard

(angry)

"Damn it."

(somber)

"I'm sorry, Jacob."

Audio-log (Shepard romanced Jacob in ME2)

...

Cerberus Trooper

"Do it."

A gun shot can be heard.

Audio log cuts.

Shepard
(gasps)
“Jacob, no!”

Shepard hangs her head.

Shepard (cont'd)
(voice cracks)
“I’m so sorry, Jacob.”

Jacob: Encountering Jacob on Sanctuary

Upon arriving on Sanctuary, Shepard will encounter the Harvester attacking the Cerberus shuttle and then deal with the Nemeses and Phantoms as it plays out in ME3, but Shepard will not have to hack the door to enter the facility. Instead, approaching the door triggers a cut-scene.

The door will open and Jacob will be standing there, but Jacob will have been transformed into a Cerberus soldier. **See concept art 09.** Jacob wears much of the same body armor as a normal Cerberus trooper, but without the helmet and all the arm armor. Additionally, his face shows the signs of Reaper implantation.

Jacob is not the average Cerberus trooper; he is protected by barriers, is armed with the M-300 Claymore Heavy Shotgun, and attacks Shepard with warp and biotic charge. Shepard must kill Jacob to proceed.

Jacob: Opening dialogue (Shepard did not romance Jacob or is male)

The door opens.

Shepard
(shocked)
“Jacob?”

(All squadmates’ reactions are listed.)

Garrus
“What did they do to him?”

James
“Who the hell is that?”

EDI
“He has been implanted, Shepard.”

Ashley
“Put him down – fast!”

Kaiden
“Friend of yours, Shepard?”

Javik
“He is indoctrinated. Kill him.”

Lara
“Shepard, he has scars from Reaper implants.”

Tali
“That can’t be Jacob?”

Jacob will attack Shepard while screaming threats.



Jacob

(outraged)

“Die, Shepard! I’ll kill you traitor! I’ll kill all of you!”

Shepard fights Jacob.

...

Shepard defeats Jacob.

Jacob: Opening dialogue (Shepard romanced Jacob in ME2)

The door opens.

Shepard and squadmates’ reactions are the same.

Jacob’s screaming is different if Shepard romanced Jacob in ME2.

...

Jacob

(panicked)

“Run, Shepard! Get away from me! Run!”

Shepard fights Jacob.

...

Shepard defeats Jacob.

Jacob: Defeated (Shepard did not romance Jacob or is male)

Jacob hits the ground.

Shepard rushes over.

Shepard

“Jacob!”

Jacob

“Shepard.”

(coughs)

“Sanctuary is a trap. You have to warn—“

(death-rattle)

Jacob dies.

Shepard

“Jacob. Jacob!”

Shepard’s squadmates will react to Jacob’s death.

Garrus

“He was a good soldier. He shouldn’t have died like that.”

James

“One more reason to take Cerberus down.”

EDI

“There was nothing you could have done, Shepard.”

Ashley

“He was Alliance. The Illusive man has to pay.”

Kaiden

“Hopefully he’s in a better place, Shepard.”

Javik

“Better to be dead than a Reaper pet.”

Lara

“No one should be a victim to such an atrocity.”

Tali

“Keelah se'lai, Jacob.”

Shepard

“Come on. Let’s find out what the hell is going on here.”

Jacob: Defeated (Shepard romanced Jacob in ME2)

Jacob hits the ground.

Shepard rushes over. See concept art 10.

Shepard

(exasperated)

“Jacob!”

Jacob

“Shepard.”

(coughs)

“Sanctuary is a trap. You have to warn—.”

(gurgling)

“Shepard. I, I love...Please, Shepard, I have to—.”

(death-rattle)

Shepard

(devastated)

“No, Jacob. Don’t go. No!”



Shepard’s squadmates’ reactions are the same.

...

Shepard

“Come on. Let’s...let’s just go.”

Jacob: “For Jacob!”

Note: This is also a part of Miranda’s new content.

It is revealed in ME2 that Jacob and Miranda have a history, presumably a romantic one, and since ME3V potentially puts *both* Jacob and Miranda on Sanctuary (at the same time), Miranda will have a small line of new dialogue after sending Henry Lawson crashing down to his death.

Miranda sends Henry Lawson flying.

Miranda

(angry)

“No deal.”

(softer)

“That’s for Jacob.”

...

Jacob: Conversation with the Illusive Man

If Jacob was turned into a Reaper-Cerberus monstrosity, then killed on Sanctuary, extra dialogue is added to the conversation with the Illusive on Cronos Station before the fight with Kai Leng. It’s a brief mention, but given Jacob’s history with Cerberus, it’s a necessary one.

Now, if Jacob was not captured by Cerberus, i.e. no change to his story from the original game, then this dialogue will not be present. Simple!

...

Shepard draws his/her gun.

Shepard

“This chair is about the only damn thing you have left. Cerberus is finished.”

Illusive Man

“On the contrary. We have achieved everything I ever imagined.”

(pauses)

“Almost everything.”

Shepard

“Yeah, like what you did to Jacob. We all saw what you accomplished on Sanctuary.”

Illusive Man

“Jacob was a vision of the future. His loss is regrettable.”

Shepard

“But it’s not the same as controlling a Reaper.”

Illusive Man

“A significant hurdle.”

(pauses)

“But thanks to the Prothean VI, I have what I need to make it a reality.”

...

Jacob: It’s not “Sir”

On Earth, during all the hologram goodbyes, Jacob will salute fem-Shep with a “Sir.” Sorry, Jacob, fem-Shep has girl parts – it might be a good idea to change that little piece of dialogue. No pun intended...

Joker

ME3V does not give Joker an overhaul. He doesn’t need it. Instead, ME3V tweaks the conversation between Shepard and Joker, where Joker asks for Shepard’s opinion on his romantic yearnings for EDI.

Shepard now has the opportunity to renege interrupt and give Joker a kiss. No, it does not lead to wedding bells; rather it gives fem-Shep a chance to show her “bad girl” side...and spice things up!

Note: This new dialogue only occurs if Shepard is female.

Joker: Dialogue in Purgatory

Joker asks Shepard about getting in a relationship with EDI.

...

Joker

"I've had time to watch a lot of dancing from the sidelines."

(pauses)

"Speaking of which..."

Shepard

"Dancing?"

Joker

"Watching from the sidelines. What do you think about me and EDI?"

Shepard

What about you and me?



Note: Underlined conversation options remain as scripted in ME3; no changes.

Conversation option: "What about you and me?"

Shepard

"You know, with all this interest in EDI, it's possible you've overlooked other options."

Joker

(off guard)

"I'd never really considered it, Commander. No offense."

Shepard



Note: Underlined conversation options remain as scripted in ME3; no changes.

Conversation option: "That's not a 'No.'"

Shepard

"And now that you're considering it?"

Joker

"I've served with you from the day you took command. I'd follow you into hell."

Shepard

“But not into my quarters.”

Joker

“Chain of command, Shepard. In an alternate dimension...”



Shepard can kiss Joker on the cheek.

Shepard

“Well, that’s just between friends then.”

Joker

(slyly)

“Right.”

(pauses)

“I’ll keep that one to myself.”

Shepard

“Appreciate it.”

Joker

“Well, now that *that* awkwardness is over.”

(pauses)

What about me and EDI?

...

Note: Shepard gains 2 renegade points.

(Dialogue continued; no interrupt.)

Joker

“...without military ranks, I would rock your world.”

Shepard

“But in this one, EDI?”

EDI

“Well, yeah. What do you think?”

...

Note: Opportunity to renegade interrupt is still available even if Joker’s response is different due Shepard having another romance. In the original game it varies based on Shepard’s romance.

Joker: Hey, you found Wrex...

If Wrex is in your game, and when he returns to the Normandy – as “diplomat” Wrex – ME3V adds a new comment from our favorite smart ass pilot acknowledging Wrex’s presence. Right now, Joker is tight-lipped about it. Maybe he owes Wrex a couple bucks and is purposely keeping hush-hush.

Shepard initiates conversation.

Joker

“Shepard! I can’t think of a better idea: a turian primarch and an angry krogan together in an enclosed space.”
(sarcastic)

“No worries. I’m sure Wrex will behave himself...”

Shepard
“He’d better.”

Joker
“Ha!”

Legion

Legion gets masterful treatment in ME3. His pursuit of being *alive* either ends in tragedy or sweet sacrifice. No matter your choice – killing the geth or letting them live – Legion’s tale is a tearjerker. It’s beautiful, but where Legion’s story falls apart is if Shepard sold him to Cerberus in ME2. In ME3, Legion just gets a lame re-skinning. Fail...

Additionally, ME3V expands on Legion’s fate if he was never reactivated aboard the Normandy in ME2, which also ends in tragedy: the death of Dr. Zev Cohen, a key character in Noveria: Peak 15 in ME1.

Legion: No more Legion Assassin

Just a wild guess here, but I suspect that most people didn’t sell Legion (or “the geth”) to Cerberus in ME2, so it’s likely you missed Legion Assassin. Who might that be? In ME3, if Shepard sold Legion, then during the fight through the large room with the dead Human-Reaper on Cronos Station, a re-skinned Nemesis, who just so happens to look a lot like Legion, busted armor and all, will drop down from a ladder. It’s name? “Legion Assassin.” This is doubly odd because if Shepard never reactivated Legion, how would we know his name is Legion? But even before that, who named him Legion? EDI named him.

Legion Assassin is the same as Jack Phantom and Morinth Banshee (later on Earth); nothing special about him, same as a regular Nemesis. Now, whether you’ve met Legion or not, it’s hardly a good send off to one of Mass Effect’s most memorable characters. ME3V reworks the final tale of the sold geth unit.

No more Legion Assassin; instead, Shepard will discover a dismantled geth in a lab on Cronos Station. **See concept art 11**. Yes, it’s gruesome, but it’s not *all* bad. Shepard will receive Confidential Intel for cashing in Legion, which is not available if Shepard reactivated Legion in ME2. *Confidential Intel* is a brand new feature that ME3V brings to the game. I talk all about this special intel in Section 5: Confidential Intel.

Legion: Dismantled geth

Shepard and squadmates enter a lab room.

A dismantled geth/Legion is laid out on an examination table.

Shepard interacts with a nearby computer terminal.

Shepard
“This looks like the Geth I sold to Cerberus...what’s left of it.”

Note: Only EDI will respond here.

EDI
(deadpan)
“It is...Shepard.”

Shepard
“Any idea why it’s wearing my armor?”

EDI
“No. Cerberus technicians have only gained limited access to the unit’s central processor...data is incomplete.”



REWARD: Shepard receives Confidential Intel: Synthetic Reflex Servos (20% reload speed).

Note: Only Garrus and Tali will respond here, i.e. they are the only squadmates to have encountered the geth before (ME2).

Garrus

“Poor bastard. Don’t think it’ll be helping us this time, huh?”

Tali

(chuckles)

“Admiral Xen would have a field day with this.”

Shepard

“Something wrong, EDI?”

EDI

“Can we go now, Shepard?”

(shudders)

“I find this sight...disturbing.”

Legion: Never reactivated

If Legion was never reactivated in ME2, he will have been turned over to Alliance researchers during the Normandy’s retrofit. Shepard will then receive an email early in ME3 updating him/her on the researchers’ progress:

Note: This does not reward Shepard with Confidential Intel.

From: Alliance Research Command

Subject: Update on confiscated geth unit.

Attempts to reactivate the geth unit removed from the Normandy were unsuccessful. Despite precautions, our final attempt at reactivation triggered the unit’s remote self-destruct protocols. Regrettably, Dr. Zev Cohen was killed in the blast, and several technicians were injured.

A memorial service for Dr. Cohen will be held next week.

So far we have been unable to ascertain why the geth unit incorporated pieces of your armor, Commander. Our best assumption is it was nothing more than a convenient field repair.

*Julio Máquina
Senior Technician*

Note: If Shepard never met Dr. Zev Cohen in ME1, the sections of the email mentioning his death and memorial service are simply removed.

Maelon

Maelon, the mad scientist whose brutal work ends up playing a key role in curing the genophage in ME3, gets some tweaking in ME3V. Maelon does not actually appear in ME3, but he will send Shepard an email if he/she cured or “cured” the genophage.

Little did we know just how important Maelon’s research was in ME2; so, given how important it turns out to be, ME3V adds value to Maelon’s email. If Shepard spared Maelon, and regardless of whether Shepard actually cured the genophage or faked it, he/she will receive the email from none-the-wiser Maelon congratulating him/her on curing the genophage. After all, Maelon would have no way of knowing whether Shepard cured the genophage or not, right?

And in ME3V, sparing Maelon in ME2 bears some additional fruit: Maelon will forward Shepard some Confidential Intel he obtained during his research on Tuchanka. He mentions it in the post-script to his original email.

Maelon: Maelon's email

From: Maelon Heplorn

Commander Shepard!

I've just heard the news you cured the genophage and that some of the females from my experiments were involved. I can't tell you how good this makes me feel. There hasn't been an hour I've not thought about what happened on Tuchanka and wondered if I did the right thing. This news validates all the pain my experiments have caused. I hope one day to meet the females again and ask for their forgiveness. After you convinced Dr. Solus to spare me I took his advice and opened my own clinic. I thought it would help make amends for whatever suffering I caused. I had to leave when word got back to Clan Weyrloc and they put a bounty on my head for failing to deliver a cure. Maybe now they'll leave me alone.

I guess this is the second time you've saved my life, Commander.

*With sincere appreciation,
Maelon Heplorn*

P.S. And Commander, I'm forwarding you some intel I managed to hide away in my lab on Tuchanka – Dr. Solus taught me well – it will help you fight the Reapers. Thanks again, Commander.

REWARD: Shepard receives Confidential Intel: Adrenaline Amplifiers (20% heavy melee speed).

Note: Maelon mentioning he opened a clinic on Omega was cut, as Omega has been under Cerberus control; "my own clinic" replaces the original ME3 wordage.

Matriarch Aethyta

Not exactly a complicated change here. Matriarch Aethyta, the slacked-jawed daughter of a Krogan, was a standout character in ME2. Her husky voice, tell it like it is attitude, and uncharacteristically Asari *lack* of good looks made her a fan favorite, but in ME3, Aethyta gets a makeover; a bland one – almost if she was crammed into the game at the very last minute.

ME3V makes a simple change, reverting Matriarch Aethyta back to what she looked like in ME2...no matter how unappealing that may be. Just knock back a mystery drink and you'll be fine.

Miranda

Mass Effect fans owe Miranda a lot. If she hadn't pulled a miracle on Shepard's rotting corpse, the Mass Effect series would have ended minutes into ME2. So, thank you, Miranda. It's time to return the favor.

Miranda's role in ME3 is filled with intrigue, mystery, and if Shepard didn't play his/her cards right...death. ME3V doesn't change Miranda's story arc, but ME3V does give Miranda a new look, and depending on Jacob's fate, Miranda gets some extra dialogue on Sanctuary. I mentioned it the Jacob changes too.

Miranda: Sexy spacer outfit

Miranda might be Mass Effect's resident femme fatal, but when it comes to being undercover, she drops the ball. Let me ask you something, if you were being hunted by a powerful all-knowing organization like Cerberus, would you really keep wearing the same uniform? Say "no."

To help Miranda stay hidden from Cerberus, ME3V hands Miranda a change of clothes; gone is the form-fitting body suit (admittedly this was hard to part with) and in comes a sexy spacer outfit. **See concept art 12.**

ME3V gives Miranda fingertipless gloves, a badass rocker chick jacket, and blonde streaks in her hair. Miranda is *now* officially disguised.

Miranda: New dialogue about her new look

Now that Miranda has gotten a makeover – and especially if Shepard romanced her in ME2 – ME3V adds additional dialogue to your first conversation with Miranda, when Shepard reunites with her in Docking Bay: D24

After your initial conversation, a new dialogue option appears under investigate.

Shepard



Note: Underlined conversation options remain as scripted in ME3.

Conversation option: “Your new look”

(Shepard did not romance Miranda or Shepard is female)

Shepard

“So, what’s with the new look?”

Miranda

(smugly)

“When the most dangerous organization in the Galaxy is trying to kill you, a change in one’s fashion sense is a good idea.”

Shepard

“Good point.”

(pauses)

“Well, you look good.”

Miranda

“Thanks.”



Conversation option: “Your new look” (Shepard romanced Miranda in ME2)

Shepard

“So, what’s with the new look?”

Miranda

(smugly)

“When the most dangerous organization in the Galaxy is trying to kill you, a change in fashion sense is a good idea.”

Shepard

“Good point.”

Miranda
(flirtatiously)
“So...Commander...what do you think?”

Miranda puts her hand on her hip.

Shepard



Yes.

No.

Conversation option: “Yes.”

Shepard
“I don’t think there’s anything you wouldn’t look good in, Miranda.”

Miranda
(chuckles)
“There isn’t.”

Conversation option: “No.”

Shepard
(smugly)
“You’d look a lot better wearing nothing at all.”

Miranda
(chuckles)
“Thanks, Shepard, I’ll keep that in mind.”

Miranda: For Jacob!

If Jacob was captured and subsequently transformed by Cerberus, and then ultimately killed on Sanctuary; Miranda will have new dialogue after killing her father.

...

Miranda sends Henry Lawson flying.

Miranda
(angry)
“No deal.”
(softer)
“That’s for Jacob.”

...

Morinth

Morinth, Shepard's dirty little secret, gets swept under the rug in ME3. Very early in the game, Shepard receives an email from Morinth explaining that she needs to get away and stretch her legs in a new city. That city turns out to be London – shocking! – because during the final battle on Earth, Shepard may encounter a Banshee named Morinth; nothing special about it, other than the name – same treatment Legion Assassin gets. Fail.

Choosing between Samara and Morinth might be a top 10 big decision in the Mass Effect series; certainly a *huge* decision in ME2 and can't simply be whitewashed away now. ME3V breathes new life into Morinth's story.

If Shepard helped Sha'ira the Consort in ME1, Morinth becomes an integral part of the new side mission Citadel: Consorting with the Devil, and later will receive various epilogues during the endings. Otherwise, Morinth can be found in the Ardat-Yakshi monastery on Lesuss.

Morinth: A heroic last stand

If Shepard never met Sha'ira the Consort or did not help Sha'ira in ME1, he/she will encounter a dying Morinth during Lesuss: Ardat-Yakshi Monastery. She will have been mortally wounded by the invading Reaper forces.

Morinth sits up against a wall dying.

Morinth calls out to Shepard.

Morinth

(coughes)

“Shepard?”

(groans)

“Shepard, over here?”

Shepard interacts with Morinth.

Shepard

(shocked)

“Morinth!”

Shepard kneels down.

Squadmates will react.

Note: Only Garrus, Tali, and EDI will react here; having been deceived about Morinth's true identity in ME2.

Garrus

(confused)

“Wait. What? Isn't that Sarmara?”

Tali

(confused)

“What did you call her?”

EDI

“Her bio-signatures do not match Samara's.”

Shepard

“Morinth, what are you doing here?”

Morinth

(coughs)

“I came...I came to help.”

(strains)

“My sisters are here, Shepard. I wanted to...to help them.”

Shepard

"Your sisters? Where are they?"

Morinth

(death rattle)

"Get to the Great Hall, Shepard...please."

Death rattle.

Morinth dies.

Shepard hangs/her head.

Shepard

"Damn it."

Squadmates will react.

Note: All squadmates will now react.

(All squadmates' reactions are listed.)

Garrus

"Well, whoever that was, maybe she's better off."

Tali

"Find peace, Samara...or whoever you were."

EDI

"I will conduct a background check on her later, Shepard."

James

"I hate seeing these blue beauties die."

Lara

"Even an Ardat-Yakshi deserves peace."

Kaiden

"There was nothing you could, Shepard."

Ashley

"We'll avenge her, Shepard, don't worry."

Javik

"She is done. We must move on."

Shepard stands up.

Shepard

(determined)

"Come on. Let's find out what the hell happened here."

Admiral Hackett

Admiral Hackett gets a lot of new content further into ME3V; mostly in the sections dealing with the endings, but for now his Alliance guards get a little more firepower. When Hackett boards the Normandy to deliver his epic speech, right before the final space battle, he comes marching in flanked by two Alliance soldiers: two very lazy soldiers, nonchalantly carrying pistols. Come on! These two guys are armored up tight; let's give them assault rifles, the pistols just look silly. More bang-bang, less pew-pew!

Primarch Victus

ME3V makes Primarch Victus a female! Sigh. Admittedly, this big reveal was rained on by the release of the *Omega* DLC. ME3V was all set to introduce – for the first time ever – a female turian to the Mass Effect universe, but Nyreen Kandros beat me to the punch. My fault for taking too long I suppose. Curse you BioWare! *Shaking my fist.*

If you watched the first version of the ME3V trailer on YouTube, you saw that the original ME3V concept art for a female turian ultimately turned out to be wrong, or as Chris Priestly, BioWare Edmonton Community Guy, put it, “Good try overall. Female turian off quite a bit, but fine work in general.”

So, not to be out done (well, as best as I could), I subsequently released the “Fem-Victus Teaser Trailer.” It features revised concept art for fem-Victus ([see concept art 13](#)), the track “Uncharted Worlds” (the galaxy map music) by composer Sam Hulick, and new dialogue voiced by Lora Cain, a.k.a. Red Lucy from *Fallout: New Vegas*. Eat your heart out, Nyreen! Fem-Primarch Victus makes her debut in ME3V’s revision to Priority: Palaven.



Note: ME3V’s revisions to the Omega DLC can be found in Section 9: Downloadable Content: Omega.

Primarch Victus: Why make Victus a female?

Simply put, even with the release of Omega, Shepard needs an opportunity to interact and “get to know” a female turian, making Primarch Victus female fit perfectly into the original ME3 script, save for a few pronouns in various conversations: he to she, him to her, father to mother, etc.

Like Eve, the krogan female, fem-Primarch Victus boards the Normandy for a little while, giving Shepard ample opportunity to chat her up. And depending on Shepard’s gender, and whether or not fem-Shep romanced Garrus in ME2, the new dialogue varies a bit.

Note: Later, Fem-Victus will appear on Earth with no change to the dialogue, as it is not gender specific.

Note: Adrien is a gender neutral name, so it remains.

Primarch Victus: New dialogue

After first talking to fem-Victus aboard the Normandy, a new conversation option – “Female turians” – will appear under “investigate.”

Shepard

Turian help for Earth

Female turians

Your new duties

Return

Palaven situation

Note: Underlined conversation options remain as scripted in ME3.

Conversation option: “Female turians” (Shepard is male)

Shepard

“I haven’t met many female turians.”

Primarch Victus

(chuckles)

“Really?”

(pauses)

“And what do you think of us, Commander?”

Shepard

“You seem every bit as tough as the men.”

Primarch Victus

“That we are.”

(pauses)

“Have you ever seen a turian give birth? Not for the squeamish.”

Shepard

“I’ll take your word for it.”

Conversation option: “Female turians”

(Shepard is female and did not romance Garrus)

Note: If Shepard romanced Garrus in ME2, but Garrus died during the suicide mission, this is the dialogue that unfolds.

Shepard

“I haven’t met many female turians.”

Primarch Victus

(chuckles)

“And I’ve never met a female human.”

Shepard puts her hand on her hip.

Shepard

“So, what do you think?”

Primarch Victus

“If you are any indication, Commander, the Reapers aren’t the only thing in the Galaxy to be feared.”

Shepard

“Thanks...I guess.”

Primarch Victus

“Indeed.”

Conversation option: “Female turians”

(Shepard is female and is in a romance with Garrus)

Note: This section of the dialogue appears in “Fem-Victus Teaser Trailer.”

Shepard

“I haven’t met many female turians.”

Primarch Victus

(chuckles)

“And I’ve never met a female human.”

Shepard puts her hand on her hip.

Shepard

“So, what do you think?”

Primarch Victus

“Only a strong woman can handle a rutting turian male.”

Shepard

(embarrassed)

“Yes. There’s that.”

Primarch Victus

“I envy you, Shepard.”

Shepard

“Oh?”

Primarch Victus

“Garrus is fine soldier and an exceptional turian.”

(pauses)

“Perhaps when this war is over I can join the both of you?”

Shepard

(confused)

“What?”

Primarch Victus

(chuckles)

“Nothing, Commander.”

(pauses)

“What else would you like to know?”

Dalatrass Linron

No major overhaul here. All ME3V does is to use the “esteemed” Dalatrass to introduce a *real* female salarian – not a dude in a burka with a female voiceover. **See concept art 14.**

Nothing too radical here: a slighter build, a softer face, smaller “horns.” It’s just enough to separate the boys from the girls. Because right now, you can’t tell *what’s* dangling underneath that dress. Eek!

But this sweeter look does nothing to change the Dalatrass’s bubbly personality. Dalatrass Linron is still the same stone cold hag she is in the original game. I just want to give players the chance to not only see a female salarian for the first time, but time to interact with one as well.



Udina

ME3V puts Udina back in his place. Anderson does not step down as Councilor. Instead, if you selected Anderson as your councilor in ME1, Udina merely serves as Anderson’s proxy, while Anderson leads the resistance on Earth. This modification changes very little over the course of the game.

Udina’s role and story arc in ME3V remains as scripted in ME3, but ME3V adds some new dialogue to accommodate Udina’s new position. Additionally, wherever Udina is called to “Councilor,” he is now simply referred to as Udina, King of the Jerk Offs...just kidding.

Note: If Shepard chose Udina as councilor in ME1, his story unfolds exactly as scripted in ME3.

Udina: The proxy

In ME3V, proxy Udina will have new dialogue with Shepard in his office after their meeting with the council.

The Turian councilor exits Udina's office.

Shepard and Udina have their initial dialogue.

Conversation wheel pops up.

...

Udina

"I'll institute a draft in our colonies and order all civilian ships armed. Work on the Prothean device will be around the clock."

Shepard



Note: Underlined conversation options remain as scripted in ME3.

Conversation option: "Being Councilor"

Shepard

"How is it filling in as Councilor?"

Udina

(angry)

"You mean the job I should have had to begin with..."

Shepard

(sternly)

"Not your call, Udina."

Udina

"Yes."

(pauses)

"Water under the bridge, I suppose."

Shepard

"Uh-hunh."

Udina

"I wish it were under better circumstances. Earth is being massacred and I'm stuck here dealing with galactic red tape."

Shepard

"Too much to handle?"

Udina
“Hardly.”
(pauses)
“You do your part Shepard and I’ll do mine.”

Shepard
(mockingly)
“Anderson would be proud...”

Udina: New old clothes...and hair

In ME3V, proxy Udina puts back on his attire from ME1 and ME2 and his hair remains white. Udina’s hair color is a minor detail, but it suddenly changing to black in ME3 is in a word...really odd. Oops. That was two words.

Zaeed

Zaeed gets a small tweak here. After Shepard talks to Zaeed in the Docks: Holding Area, upon the completion of Citadel: Volus Ambassador, he will no longer be present during future visits to the Citadel. Zaeed is a busy guy, he can’t just lean against a wall and hang out all day. Bloody waste of time...

The Keepers

Sure, all they do is creep around and type – little green court stenographers – but think of their role in ME1, they’re certainly significant and the Citadel is crawling with them! But, they suffer a significant reduction in numbers in ME3. There should be more...

Mordin

Okay, I admit I’m biased. Mordin is one of my favorite characters in the entire Mass Effect franchise, so I make sure he gets *his* due here too. In ME3V, even if Mordin’s death is faked, his name will still appear on the memorial aboard the Normandy. Is it somewhat dubious yes...but it helps sell the lie. Fibber!

Kai Leng

Kai Leng holds the title for the most douche chilliest moment in ME3. His convert email to Shepard – “Evacuating Thessia” – is so cornball it gives me shivers. Kai Leng is an evil bastard; let’s leave it at that. He doesn’t need a sense of humor, so ME3V cuts his goofy, lame, and utterly ponderous email altogether.

Adams

The Normandy’s mild-mannered engineer gets a little extra dialogue in ME3V. After (or if) Tali rejoins the crew, he’ll comment on her return when Shepard interacts with him in the engine room.

Shepard initiates conversation.

Adams
“Tali is a welcomed sight, Commander...reminds me of the old SR-1.”

Shepard
“Me too, Adams.”

Tali
(off camera)
“Me three...”

Dr. Chakwas

Currently, after completing Priority: Tuchanka, specifically curing or not curing the genophage, Dr. Chakwas does not comment on Mordin or Wiks’s death. ME3V adds a very brief exchange between her and Shepard, which can apply if either Mordin or Wiks is dead-dead or “dead.” This does not trigger a full conversation, i.e. Dr. Chakwas remains seated.

Shepard initiates conversation.

Dr. Chakwas
“I’m sorry to hear about Mordin (or Wiks), Commander.”
(sighs)
“He was a good man.”

Shepard
(dead pan)
“Yeah.”

Dr. Chakwas: A real boozer

Sharing a drink with Dr. Chakwas in ME2 was one of the highlights of the game, but another round in ME3 is not. I *guess* Shepard and the good doctor are having a drink, but apparently they’re enjoying a vintage bottle of invisible brew; neither has a glass in their hand.

In ME3V, the same interaction unfolds, except now both have a frosty glass of the pink stuff, same as ME2.

Dr. Michel

Same as Dr. Chakwas, Dr. Michel gets new dialogue acknowledging either Mordin or Wiks’s death. It also does not trigger a full conversation.

Shepard initiates conversation.

Dr. Michel
“It is a shame about Mordin (or Wiks), Commander.”

Shepard
(dead pan)
“Yeah.”

Ken & Gabbie

Ken and Gabbie do a lot of flirting, err, I mean “bickering,” on board the Normandy; the marquee comic relief aboard the ship. All their sniping at each other is just fine, but the conversation about strip poker needs a little bit of tweaking if Khalisah is the Normandy’s embedded reporter, instead of Allers. *More on that later – wink, wink.*

...

Ken
“Well, I was thinking of inviting T’soni and Traynor up for a wee game of strip poker.”

Gabbie

(un-amused)

“Right...”

(pauses)

“You’re not going to invite that reporter Khalisah, too?”

Ken

“Are you mad, girl? I don’t trust that robot of her’s...I always feel like its watching me.”

Gabbie

“And if you lose you don’t want the whole Galaxy to know how little you bring to the table.”

...

Aria

The pirate queen gets more substantial changes in Section 9: Downloadable Content, but for now she needs a few more thugs with her on the Citadel. Granted, the Citadel isn’t Omega, but only two bad dudes keeping watch just isn’t nearly enough; it makes Aria look weak, which she is far from!

So, in addition to the human and turian henchmen, maybe throw in a batarian and a krogan? What does James call them? “The meat!”

Rachni

ME3V gives the Rachni *a lot* of attention. The sections to come are packed with rachni stuff, but I’ll tell you this right now (again): if Shepard killed the last Rachni queen in ME1, the Rachni remain 100% dead in ME3V. No false queen Reaper breeder...blah, blah, blah, whatever.

To replace the now extinct rachni Ravagers – well, more like to keep those bothersome artillery cannons – ME3V straps big guns onto the backs of the equally quadrupedal elcor. Jump to Section 6: New Enemies to learn more about Reaper Elcor Destroyers; includes concept art.

Now a point of pride for Mass Effect 3: Vindication. ME3V takes the rachni off the Crucible project, and instead puts them right where they should be: on the frontlines of Earth, fighting beside allied forces. Rawr!

Note: If Shepard killed the last rachni queen in ME1, these next two parts are not applicable to your game, but read them anyway...please!

Rachni: Queen needs her space

Since the Rachni are now putting their claws and acid spit to better use and *not* wasting their savage talents building a highly delicate piece of never-previously-completed-alien-technology that has the potential to save the Galaxy as we know it (take a breath), what *are* the rachni up to before the final space battle? Cue Admiral Hackett...

Admiral Hackett is available on vid comm.

Shepard talks to Admiral Hackett about galactic readiness.

Shepard asks about the rachni.

Shepard

“What about the rachni?”

Admiral Hackett

“Transporting *her* to the fleet wasn’t easy. We’ve got her on a decommissioned leviathan class cargo vessel. She requested plenty of space for her...children.”

Admiral Hackett shrugs his shoulders.

Admiral Hackett (cont’d)

“I’m not sure what the means...”

Rachni: “Boots” on the ground

Be honest, ever since you spared the last rachni queen in ME1 all you’ve ever wanted (myself included) is to see extremely pissed off giant bugs fighting alongside Shepard. Instead, in ME3 – and having *seen* no evidence to support it – we learn that the rachni have a knack for engineering and remain with Admiral Hackett, helping to build the Crucible...rather...than...fight. Huh?

No, no, no....not cool. Party foul! That’s why in ME3V, the Rachni, along with the rest of Shepard’s newly united force, are on Earth, in the *thick* of the battle. “When the time comes, our voice will join with yours and our crescendo will burn the darkness clean.” You remember that? Oh hell yeah, you do!

Elcor

Elcor get a slightly expanded role in ME3V, contingent on whether or not you killed the last Rachni Queen in ME1. I mentioned earlier, that if the Rachni are dead in your game, Reaper-ized elcor, called Destroyers, will replace the Ravagers, and this certainly spells big trouble for our favorite monotone mammoths.

But sparing the Queen has its perks too. In ME3V, Shepard has the ability to recruit elcor warriors to the frontlines on Earth. Yup, I said it...

Elcor: Dekuuna a lost cause

Dekuuna, the elcor homeworld, is now under heavy Reaper invasion, far worse than in the original game. Reapers forces are rounding up elcor by the thousands and feverishly transforming them into Destroyers. Dekuuna is being reduced to little more than a giant war factory for Reaper heavy artillery units.

Admiral Hackett points out the elcors’ dire situation when Shepard inquires about galactic readiness.

Admiral Hackett is available on vid comm.

Shepard talks to Admiral Hackett about galactic readiness.

Shepard asks about the volus and elcor.

Shepard

“Any word on the volus and elcor?”

...

Admiral Hackett

“As for the elcor, they’re in trouble, Commander. Dekunna’s airspace is blocked, and if those Reaper elcor are any indication...

(pauses)

“...I think we can count the elcor out.”

Elcor: “Living tanks” on Earth

In order to recruit the elcor into the war effort, Shepard must complete both Dekuuna: Code of the Ancients and Dekuuna: Elcor Extraction. With Dekuuna burning, and their people turned into monsters (possibly), the elcor need all the inspiration they can get. It pays off...

Later on Earth, elcor warriors, armored up like tanks and armed to the teeth, help take the fight to the Reapers. **See concept art 15.** “Menacingly. I’ve come here to chew bubblegum and kick ass and I’m all out of bubblegum.”

Note: The war asset scores for Code of the Ancients and Elcor Extraction remain exactly the same as originally scripted.



Geth

The geth receive a variety of changes and tweaks in ME3V, most notably a new Geth Consensus – more on that later – but for now, and much like the elcor, if Shepard plays his/her cards right, the geth will join the fight on Earth (**see concept art 15 again**)...or, go berserk and start killing everyone. You’ll see...

Illusive Man and Harbinger

The Illusive Man and Harbinger are two of the game’s biggest characters in the game (literally for Harbinger) but they’re not addressed in this section. Why? ME3V’s revisions and additions to the Illusive Man and Harbinger are deeply tied to the endings, so you’ll find their new and revised content there.

Section 3

Revised Missions

“Rudimentary creatures of blood and flesh. You touch my mind, fumbling in ignorance, incapable of understanding.”

- Sovereign

Missions are critical to every Mass Effect game – any game, really. If not for the missions and objectives, all we'd have left is one big intergalactic soap opera. I'm not sure that's a bad thing, honestly. Anyway, ME3V reworks a lot of missions, but not all, and the depth and number of changes vary. N7 missions only get slight tweaks, but other missions, like Attican Traverse: Krogan Team, are heavily revised.

ME3V puts Krogan Team on Tuchanka (renaming it: Tuchanka: Krogan Team) and changes the objective from investigating Rachni activity to saving two female clans on Tuchanka from Reaper attack. Why? All because Shepard killed the last rachni queen in ME1; here ME3V introduces the new Reaper elcor: Reaper destroyers.

Lesser missions, such as Benning: Evidence and Citadel: Heating Unit Stabilizers, simply get their mission-specific items, like Bilal's dog tags and the heating unit stabilizers, placed in more obvious locations. Hiding them just doesn't make much sense, as most people aren't going to scour every location *that* closely; it unnecessarily slows the game down.

Some bigger surprises here include: a totally re-imagined Geth Consensus during Rannoch: Geth Fighter Squadrons with either Legion or the Geth VI joining Shepard in the consensus and either Wrex or Wreav taking up arms and joining Shepard to the run to the Shroud in Priority: Tuchanka.

Neglected characters return in ME3V's re-imagined side missions too. Kal'Reegar now appears in Rannoch: Admiral Koris, and Sidonis, provided you didn't let Garrus ice him in Mass Effect 2, takes the place of Captain Sommers in Citadel: Cerberus Retribution.

After reading this section you might feel I didn't make *enough* changes, that I could have gone further, and...you might be right. However, this section, and ME3V overall, works within the plot of ME3. Remember, ME3V revises and operates within the framework of ME3, it doesn't set out to change the entire story arch of the game itself. Keep that in mind.

Of course, some of the revisions are simply there to flex my own muscles and creativity. My Geth Consensus, at least the idea behind it, is better than BioWare's, as is my handling of the Rachni, and how I bring back characters from the previous two games. Pardon me, just being my own cheerleader for a moment.

Mass Effect 3's Opening Sequence

In the ME2 DLC *Arrival*, Shepard destroys the entire Bahak system, including a batarian colony on Aratoht, to slow down the Reaper invasion. These actions land Shepard in the brig and the Normandy impounded; laying the groundwork for the opening of ME3.

ME3V takes all this one step further. In the original game, Anderson only briefly comments on the tragic end of the Bahak system. ME3V spices it up; adding an irate batarian ambassador calling for Shepard's head as he/she, James, and Anderson walk to the Defense Committee. **See concept art 16.**

Note: If the player did not complete the Arrival DLC or did not import a game to ME3, then this sequence unfolds as originally scripted; no mention of Aratoht, no batarian ambassador.

Mass Effect 3's Opening Sequence: Ranting Batarian Ambassador

Shepard, Anderson, and James walk down the hall.

...

Shepard

"That, and your good word?"

Anderson

"Yeah. I trust you, Shepard. And so does the committee."

Shepard

"I'm just a soldier, Anderson. I'm no politician."

They continue walking.

Anderson

"I don't need you to be either. I just need you to do whatever the hell it takes to—."

Batarian Ambassador (off camera)

"Murderer! Murderer!"

Batarian Ambassador shouts out.

Two other batarians stand behind him.

They shake their fists.

Alliance soldiers hold them back.

Batarian Ambassador (cont'd)

"Shepard, I demand your head! Murderer!"

Batarian Ambassador points at Shepard.

Batarian Ambassador (cont'd)

(menacing)

"You will answer for your crimes, Shepard. The blood of Aratoht is on your hands. I will see you suffer!"

Alliance soldier pushes the ambassador back.

Anderson glares at Shepard.

Anderson

(sternly)

"That's why we grounded you. Had the batarians found you, I'd be talking to a corpse right now. Now come on."

They continue walking.

...



Priority: Palaven

Mass Effect 3: Vindication takes Priority: Palaven and actually sticks it *on* Palaven...revolutionary thinking, I know. Listen, so far we've been to Tuchanka, Sur'Kesh, Thessia, and Rannoch – Rannoch being nearly unthinkable in ME1 and ME2 – so now we *have* to go to Palaven too.

The mission itself is the same: land on Palaven, rendezvous with General Corinthus, meet up (or not) with Garrus, kill a bunch of Reapers, and get Primarch Victus. Sure, Section 1: Major Character Changes makes Primarch Victus, but it doesn't alter the mission. So like I said, the objective and overall structure of the Priority: Palaven is left as is...just the backdrop is different.

Instead of fighting through a desolate moon, Shepard makes his/her way through a war torn Palaven: a city under attack and burning right before our eyes. **See concept art 17.** Truth be told, picturing any clapped out war zone will do, but ME3V's idea (my idea) for Palaven under siege is based on cities in more "rigid" parts of our world, like North Korea, "rigid" is a good word to describe the turians, no?

And as Shepard fights his/her way through war torn streets and burning cityscape, Reapers can still be seen in the distance, picking apart the city, just like in the original game. *That is actually pretty cool.*

Priority Palaven: Rendezvousing with General Corinthus (Garrus is alive)

As the structure of Priority: Palaven is still the same, the changes ME3V makes to this mission – aside from the concept art – are concentrated mainly on the dialogue; which starts when Shepard reaches General Corinthus and continues right up to reaching Victus's compound. After that, the mission proceeds exactly as scripted in the original game, save for Victus now being female.

I've broken the key of events of the mission, i.e. where the new dialogue begins up, into parts. First up is going through Priority: Palaven with Garrus alive. *Followed by no Garrus.*

Part 1: Reaching the Turian Command Outpost

Shepard reaches the command outpost.

He/she initiates conversation with General Corinthus.

...

Shepard
"General."

General Corinthus
"Commander Shepard. Heard you were coming, but I didn't believe it. General Corinthus."
(pauses)
"Welcome to Palaven. What's left of it."

Shepard
"I've come to get Primarch Fedorian."

General Corinthus sighs.

General Corinthus
"Primarch Fedorian is dead. His convoy was intercepted an hour ago as it tried to reach the capital."

Shepard
"That's going to complicate things."

Shepard shakes his/her head.



Shepard (cont'd)

How are things here?



I'm sorry for your loss.

Damned Reapers.

Note: Underlined conversation options remain as scripted in ME3.

Conversation option: “How are things here?”

Shepard

“How bad is it, General?”

General Corinthus

“We just lost about a thousand men in half an hour.”

(pauses)

“We doubled our anti-air defenses to prevent more Reaper forces from landing.”

(pauses)

“A sound strategy. Just...”

Shepard

“Irrelevant.”

General Corinthus

“Exactly. The sheer force and number of the Reapers seems to make them immune to that sort of tactic. They just keep coming.”

(pauses)

“The Primarch and his men found that out the hard way.”

...

Part 2: Moving to the comm tower

Shepard and squadmates head off to fix the comm tower.

Liara

“I see the comm tower...to the left of the main barricade. In front of the...burning building.”

James

“Let's go!”

...

Shepard repairs the comm tower.

He/she goes back to the turian base camp.

Part 3: Returning to General Corinthus

Shepard talks with General Corinthus.

Garrus approaches.

...

Garrus

“I'm on it, Shepard, we'll find you the primarch.”

Shepard

“Garrus!”

General Corinthus

“Vakarian, sir—I didn’t see you arrive...”

Garrus

“At ease, General.”

Shepard

“Good to see you again. Can’t say I’m shocked to find you on Palaven.”

Garrus

“You know me. If there’s stuff to shoot...I’ll be there. Especially if it’s my home.”

(pauses)

“And I’m the closet damn thing we have to an expert on Reaper forces, so I’m advising.”

...

Note: Clearing the airfield proceeds as scripted in ME3.

Part 4: Looking for Victus

Shepard, James, and Garrus make their way to Victus.

Shepard slides down the rubble.

Garrus

“Damn it. Look at the horizon.”

(pauses)

“That blaze of orange—the big one—that’s where I was born.”

James

“That’s rough.”

(pauses)

“Still have family there.”

...

Note: From this point forward Priority: Palaven continues as it does in the original game.

Priority Palaven: Rendezvousing with General Corinthus (Garrus is dead)

If Garrus is dead going into Priority: Palaven, a few adjustments are required here to accommodate the change of mission venue. So the same as above: bits of new dialogue to address a burning city, instead of a far off burning planet.

The new content/dialogue here starts after Shepard clears the airfield.

Part 1: Shepard clears the airfield

Shepard defeats what the harvester dropped off.

General Corinthus radios Shepard.

General Corinthus

(over radio)

“Shepard, Corinthus here.”

Shepard

“What’s the word on the primarch?”

General Corinthus

(over radio)

“Still can’t get a stable comm link.”

Shepard

“Okay, I’m going on foot.”

General Corinthus

(over radio)

“Head toward the moon.”

Shepard

“Got it. Shepard out. Let’s go find our primarch.”

Shepard, Liara, and James move out.

...

Part 2: Looking for Victus

Liara

“How far, Shepard?”

Shepard

“He said to head for the moon.”

James

“Looks like it should be quick, unless we find trouble.”

Shepard slides down some rubble.

James (cont’d)

“Holy shit! Look at that...”

In the distance a large skyscraper is ablaze.

Liara

(gasps)

“Think of the all the people trapped inside.”

James

“I hope we’re doing better back on Earth.”

Liara

“Where would Garrus have been in all this?”

Shepard

“Pissed. And right in the thick of it.”

...

Note: From this point forward Priority: Palaven continues as it does in the original game.

Attican Traverse: Krogan Team

Section 6: New Enemies *really* lays down the law: if Shepard killed the last rachni queen in ME1, then in ME3V the rachni are dead-dead...no mashed-together “false queen.” To replace the rachni Ravagers, ME3V swaps in elcor Destroyers; Reaper-ized elcor with two deadly artillery guns strapped to their backs. But, having no rachni presents a new problem...

Attican Traverse: Krogan Team will need revising; no rachni means no mission, no reason to go to Utukuu, no ravagers and nowhere to meet up with Grunt. ME3V retools the mission and relocates it to the Krogan home world, now aptly calling it Tuchanka: Krogan Team. Tuchanka: Krogan Team is different, but more importantly, it offers players who snuffed out the rachni queen in ME1 something that is unique to *their* decision; not universal.

Instead of squishing giant bugs, Shepard and squadmates now fight through dark, dusty, unstable Tuchanka caves ([see concept art 18](#)), in a race to save two Krogan female clans from invading Reapers; battling elcor Destroyers all the while. This culminates with a major war asset-affecting decision: save the battered female clans or keep the vicious Aralakh Company? Does this sound sort of familiar/similar, kiddies?

Of course if you spared the rachni queen in ME1, all this is moot, and Attican Traverse: Krogan Team unfolds exactly as scripted in the original game. Creating this alternate (but similar) mission is ME3V's way of bringing back relevance and consequence to a key decision Shepard made in ME1...how it should have been to begin with!

Note: The location Tuchanka: Krogan Team on the galaxy map is above the mission point for N7: Cerberus Attack.

Tuchanka: Krogan Team: Writing all this out

We have a lot of variables here: Wrex, Wreav, Grunt, Dagg, save the females, let the females die, save Aralakh Company, let Aralakh Company die, Grunt dies, Grunt lives, and Dagg dies. So listen, there is no easy way to write this out. So bear with me...

I decided the best way to present all this is to separate the events of Tuchanka: Krogan Team into two major parts: Wrex and Wreav. First is the entire mission, events, and dialogue with Wrex; this includes Grunt or Dagg, saving the females or not, saving Aralakh Company or not, etc. After Wrex, I repeat the entire process with Wreav.

Try and keep up. I plow through every scenario, and in order to keep the flow intact – and hopefully to keep you from getting confused – some of the dialogue and explanation is repeated. *You'll thank me in the end.*

Note: Rachni spore and gestation pods are no longer present.

Note: Salvageable Reaper tech can still be found in the tunnels.

Note: Charr's body can still be found during this mission, allowing Shepard to complete Citadel: Krogan Dying Message.

Note: Instead of a rachni Ravager, Grunt can be seen hurling an elcor Destroyer down a hole.

Note: Dead krogan scouts have still left M-451 Firestorms scattered about.



Tuchanka: Krogan Team: Acquiring the mission

Initiating Tuchanka: Krogan Team is exactly the same as Attican Traverse: Krogan Team. After Priority: Sur'Kesh, Shepard talks to either Wrex or Wreav in the Normandy's War Room. However, to accommodate the revised mission parameters, new dialogue is required.

Tuchanka: Krogan Team: Wrex and Grunt

Since they're both fan favorites – myself included – let's start with Wrex and Grunt. If Shepard didn't kill Wrex in ME1, and Grunt survived ME2, here is how Tuchanka: Krogan Team goes down.

Tuchanka: Krogan Team: Helping Wrex

Wrex is in the war room.

Shepard initiates conversation.

Shepard

“You said one of your squads is missing.”

Wrex looks over his shoulder.

Primarch Victus isn't paying attention.

Wrex

“On Tuchanka, near the Andor Valley, we've heard rumors of trouble in the area.”

Shepard

“Trouble? Reapers maybe.”

Wrex

“I don't know. But my guts tell me 'yes.' All I know for sure is our scouts went silent as soon as they arrived.”

Shepard

“Could be worth a look then.”

Wrex leans in.

Wrex

“It's a big favor to ask, Shepard. Two of our largest female clans have camps in that area. Clan Erta and Zaan.”

Shepard

(concerned)

“Females.”

Wrex

(affirmatively)

“Yeah. I got Aralakh Company, my best unit, on standby. You give the word, and they'll meet you there.”

Shepard

“I'll see what I can do.”

Wrex

“Get on it, Shepard.”

Tuchanka: Krogan Team: Taking the shuttle

Revising a mission in ME3V is not short on minutia, even taking the shuttle to the landing point for Tuchanka: Krogan Team requires altered dialogue. Bear in mind that not all squad members have joined up yet, so only Liara, Garrus, James, EDI, and Javik have new dialogue here.

Shepard and squadmates fly to the landing point.

...

(All squadmember's new dialogue is listed.)

Liara

“Have we learned anything, Shepard?”

James

“Do we even know what this is yet?”

Garrus

“Anything new to report, Shepard?”

EDI

"I have gathered very little data on this mission, Commander."

Javik

"What are we facing here, Commander?"

Shepard

"All I know is our backup is waiting for us at the drop point. Aralakh Company. Krogan commandos."

Note: Only EDI will talk from this point forward, either on the shuttle or via radio from the Normandy.)

EDI

"That's correct. They are an accomplished unit. Made famous for their decisive action liberating a colony from batarian pirates."

Shepard

"Good to hear."

(pauses)

"Other than that, there's been no word from a team of Krogan scouts since they were dispatched to investigate."

EDI

"There are many reasons that communications with the scouts could be disrupted. If Reaper forces are present, they are likely jamming all transponder frequencies to prevent interference with their plans."

Shepard

"If something is threatening the female clans, we have to check it out. I'm not risking Krogan support. Just be ready for anything."

Tuchanka: Krogan Team: Reuniting with Grunt

Shepard's shuttle lands on Tuchanka.

Grunt initiates conversation with Shepard.

...

Grunt

"Heh. Glad you're here to crack some heads, Shepard."

Shepard

"Any idea what we're up against here?"

Grunt

"Didn't get a good look, but one of my scouts said they looked like elcor, but different. Didn't sound right either...more like machines."

Shepard

"Elcor reapers?"

(All squadmember's reactions are listed.)

Liara

"The elcor home world is under heavy Reaper attack and my agents report elcor warriors being transported into Reaper superstructures."

James

"Whoa! Reaper elcor versus krogan. This is a death match I'm dying to see. Can we stop and get popcorn, Shepard?"

Garrus

"Makes sense. If you're going take on the krogan, you need something as big as them...or, hmmm, bigger."

EDI

"Given the substantial mass of both the krogan and elcor, close quarters combat carries a high probability of serious injury or death."

Javik

"The Reapers are cunning, employ big dumb animals to kill other big dumb animals...a sound strategy."

Grunt

(menacing)

"Reapers on Tuchanka? Heh-ha-ha-ha, sounds fun."

Shepard

"Let's not get ahead of ourselves. We don't know what's out there. First let's find the scouts."

(pauses)

"I didn't see any signs of activity during our approach"

Grunt

"Agreed. But this place smells wrong, Shepard, like a bad wound."

Grunt looks over his shoulder.

Grunt (cont'd)

"The maps show these caves lead big room: the way to the Andor Valley. If those things find it, the females won't have a chance...it'll be slaughter."

Shepard

"Not if we stop them first."

Grunt

"Right, Shepard."

Grunt points to Aralakh Company.

Grunt

"Aralakh Company – move out!"

Aralakh Company gets going.

Grunt (cont'd)

"Grab what you need, Shepard. Meet me by the entrance."

Shepard

"Sounds good."

Tuchanka: Krogan Team: Catching up with Grunt

Shepard talks with Grunt before moving out.

Shepard initiates conversation.

Grunt

"You ready to go?"

Shepard

What have you been up to?

Aralakh Company

The Elcor



Female clans.

Return.

Krogan scouts?

Note: Underlined conversation options remain as scripted in ME3.

Conversation option: “The Elcor”

Shepard

“Did Warlord Okeer imprint anything on you about the elcor during your creation?”

Grunt

“Not much. Smell like elephants, talk funny.”

Conversation option: “Krogan scouts”

Shepard

“What happened to the scouting party?”

Grunt

“Can’t say for sure. Could have been a cave in. Bad way to go.”

Grunt shrugs his shoulders.

Grunt (cont’d)

“Doesn’t matter. Whatever’s down there needs killing.”

Conversation option: “Female clans”

Shepard

“They are female clans here?”

Grunt

“Yes. We’re near the mouth of the Andor Valley. Clan Erta and Zaan have settlements here.”

Shepard

“Have they reported any signs of trouble?”

Grunt

“No. But females are stubborn. If something is after them, they’ll try to kill it themselves before radioing for help.”

Shepard

(coyly)

“Sounds familiar, Grunt.”

Grunt

“Heh-ha-ha-ha, yeah.”

Tuchanka: Krogan Team: Already encountered Reaper elcor

If you hold off completing Tuchanka: Krogan Team – same as if you wait to complete Attican Traverse: Krogan – Shepard can encounter Reaper elcor before starting this mission, especially if you play the *Leviathan* DLC. So to

accommodate Shepard's prior discovery, ME3V adds some extra dialogue when Shepard reunites with Grunt; later with Dagg too.

...

Shepard

"Any idea what we're up against here?"

Grunt

"Didn't get a good look, but one of my scouts said they looked like elcor, but different. Didn't sound right either...more like machines."

Shepard

"We've seen some elcor, Grunt, the Reapers got to them, but we don't know if elcor are involved here. Our job is to find out what happened to the scouts."

...

Tuchanka: Krogan Team: Into the tunnels

The events during the actual mission are broken up into six parts; each includes both dialogue and action, marking key events.

Part 1:

Shepard and squadmates enter the mouth of the cave.

A loud moan echoes through the caves.

Shepard

"What was – watch out!"

The rocks begin to shake.

The cave entrances collapses.

(All squadmember's reactions are listed.)

Lara

"Phew! That was close."

James

"I hope nobody is afraid of the dark."

Garrus

"Looks like Aralakh Company won't be joining us."

EDI

"The entrance is impassable, Shepard."

Javik

"Good. Then we will fight in the dark."

Grunt radios Shepard.

Grunt

(over radio)

"Shepard! You in one piece?"

Shepard

(over radio)

"We're okay, but it looks like we're going solo."

Grunt

"Nah. We'll find another way in."

Shepard

"Roger that. Keep in radio contact."

Shepard and squadmates proceed.

(All squadmember's reactions are listed.)

Liara

"Funny, normally I would be thrilled to investigate these caves for what mysteries they hold, but the possibility of hulking beasts inside dampers my enthusiasm."

James

"Close quarters combat with elcor...did I mention I can bench pressed five hundred pounds once? Think it will help?"

Garrus

"Great, we have rampaging krogan above us and now we're stuck in a cave filled with Reaper elcor. Never a dull day, huh, Shepard?"

EDI

"We should be mindful, Shepard. The composite stone these caves are made of is likely to fracture, be careful where you shoot."

Javik

"In my cycle, we would have irradiated this entire cave system, the krogan would simply be given a warning to run."

Shepard finds a dead scout.

Shepard

"Grunt, got a body of a scout here. Been dead a few days."

Grunt

(over radio)

"If he has his weapon, grab it. He won't need it anymore."

Part 2:

Shepard and squadmates search the tunnels.

Grunt

(over radio)

"Finding anything yet, Shepard?"

Shepard

"Not yet, Grunt, you?"

Grunt

"Cave bugs...makes me hungry."

Shepard

(shudders)

"Ugh. I'll radio if we find anything."

Shepard and squadmates proceed further into the tunnels.

Part 3:

Shepard receives a radio transmission.

Female Krogan

(radio breaking up)

“Hello...need help...hello?”

Shepard

“This is Commander Shepard, Alliance Navy, what’s your status?”

Female Krogan

(scared)

“I am Zarina...of clan Erta...under attack...Reapers have—.”

Radio cuts out.

Shepard

“Damn it! Grunt. The female clans are in trouble. We need to—.”

Suddenly an elcor Destroyer busts out of a crevasse.

Destroyer is joined by cannibals and husks.

(All squadmember’s reactions are listed.)

Lara

“No. How can this be? The elcor are a peaceful race.”

James

“Awesome! It’s not even my birthday!”

Garrus

“Ugh. Why couldn’t it be the Volus? Then we could just drop an anvil on them.”

EDI

“Be careful, Shepard. I estimate their mass to be three times that of an average krogan male.”

Javik

“Good. More Reapers...put it down, Commander!”

The Destroyer takes shots at Shepard.

Shepard dives out of the way.

Shepard

“Move! Don’t let it target you.”

Shepard takes cover.

Shepard (cont’d)

“Grunt, Reaper Elcor confirmed. Armed and extremely dangerous!”

Over the radio a shotgun blast can be heard.

Grunt

(over radio)

“I know. Killed two already. Get a move on, Shepard!”

Shepard and squadmates fend off the attack.

Shepard and squadmates proceed further into the tunnels.

Part 4:

Shepard receives a radio transmission.

Erta Zarina

(radio is clearer)

“Commander Shepard?”

Shepard

“I read you! What’s your status?”

Erta Zarina

“We’ve sustained heavy losses.”

Over the radio a loud explosion can be heard in the background.

Erta Zarina (cont’d)

(shrieks)

“Ah!”

(panicked)

“Reaper forces keep coming! We are being over—.”

Intense gunfire can be heard over the radio.

Shepard

“Hang on! We’re coming!”

Shepard radios Grunt.

Shepard (cont’d)

“Grunt! Move it! The female clans are getting overrun.”

Grunt

(over radio)

“Got it! Aralakh Company, move your asses!”

(All squadmember’s reactions are listed.)

Liana

“This isn’t war. It’s genocide. We have to hurry!”

James

“They’re getting slaughtered out there. We got to move!”

Garrus

“This is going to be bad, Shepard. We better hurry.”

EDI

“These clans are mostly children, Shepard. They are defenseless.”

Javik

“They are lost. This attempt is futile.”

Shepard

“Double time it, people!”

Shepard and squadmates fight their way further through the tunnels.

Part 5:

Shepard and squadmates reach a large central chamber.

Liana

“Shepard, look!”

James

Commander, over there!”

Garrus

“Dead ahead, Shepard!”

EDI

“Far wall, Commander.”

Javik

Commander, the wall!”

Reaper forces are coming from a cave on the far wall.

Shepard.

“We got to destroy the opening.”

Shepard spots an ML-77 Missile Launcher by a dead Krogan scout.

Shepard (cont'd)

“Cover me, I got an idea.”

Shepard runs to the missile launcher.

(Enemies will not stop coming, player must grab the missile launcher.)

Shepard shoots the rocks above the cave entrance

Reapers are sealed out.

(All squadmember's reactions are listed.)

Liana

“That was close.”

James

“Hell yeah!”

Garrus

“That did it.”

EDI

“It is sealed, Commander.”

Javik

“Good. It is done.”

Part 6:

Over the radio Erta Zarina interrupts.

Erta Zarina

“Commander, we're still under attack.”

More heavy gunfire can be overheard.

Erta Zarina (cont'd)

"Our retreat is blocked."

Shepard

"Grunt, what's your status?"

Grunt

"Being overrun, Shepard. If we stay here, Aralakh Company is dead."

(All squadmember's reactions are listed.)

Liara

"Those are women and children down there, Shepard, we can't just leave them!"

James

"Are we even thinking about this? Commander, we have to save them!"

Garrus

"Its tough call, Shepard, but I don't think any of those females are getting sout alive."

EDI

"Commander, it is impossible for us to reach the females in time."

Javik

"Let them die, Commander, the krogan warriors are more valuable."

Grunt

(over radio)

"Shepard, we're out of time! We stay here, Aralakh Company dies! Is that clear?"

Erta Zarina

(over radio)

"Commander! We're dying out here. Please help us!"

Shepard – must choose



Save the females.

Order Aralakh Company to retreat.

Choice: Save the females.

Shepard

"Listen up! Aralakh Company holds the reapers off while the females escape."

Shepard radios Zarina.

Shepard (cont'd)

"Zarina, pull your people out. We'll buy you some time."

Shepard radios Grunt.

Shepard (cont'd)

"Grunt, fall back to our position and lead us out!"

Grunt

"Damn you, Shepard! I'm leaving my team. On my way!"

Shepard radios Zarina.

Shepard

(over radio)

"Hang on, Zarina, help is coming."

Shepard radios Grunt.

Shepard (cont'd)

"Now get us outta here!"

Grunt blasts through the rocks.

Grunt leads Shepard and squadmates out.

Grunt makes his last stand.

...

Note: Whether Grunt lives or dies unfolds exactly as scripted in ME3.

Choice: Order Aralakh Company to retreat.

Shepard

"Let's go. The females are lost."

Grunt

(over radio)

"About time! Aralakh Company, get your asses back to the shuttle! Move!"

(pauses)

"Shepard! I'm on my way!"

(All squadmember's reactions are listed.)

Liaa

"Shepard, no, we can't—."

James

"Commander, this is crazy, we—."

EDI

"Commander, we can't just—."

Garrus

"Your call, Shepard."

Javik

"Good, Commander."

Shepard

"That's an order! Move it!"

Heavy gun fire comes over the radio.

Erta Zarina

(over radio)

"Commander! We're dying out here. Please—."

Shepard cuts off the transmission.

Shepard

"Now get us out of there!"

Grunt blasts through the rocks.

Grunt leads Shepard and squadmates out.

Grunt makes his last stand.

...

Note: Whether Grunt lives or dies unfolds exactly as scripted in ME3.

Tuchanka: Krogan Team: Mission complete

Immediately after completing Tuchanka: Krogan Team, Shepard talks with Admiral Hackett over vid-comm. Here Hackett comments on whatever decision was made: either saving the female krogans or leaving them to die.

Tuchanka: Krogan Team: Talking with Admiral Hackett (females survive)

Admiral Hackett addresses Shepard.

Admiral Hackett

"I'm reviewing your report on the Tuchanka, Commander. This good have gotten complicated fast."

(pauses)

"Saving those krogan females will go along way to secure krogan support. Good job."

Shepard

"Thank you, sir."

Admiral Hackett

"Your report says you encountered Reaper eclor down there."

Shepard

"Yes sir, implanted and extremely dangerous."

Admiral Hackett

"I'm sure that's not the last time we'll be seeing them."

Shepard

"Agreed, Sir."

Admiral Hackett

"I've got to get back to it, Commander. Watch yourself out there. Hackett out."

Tuchanka: Krogan Team: Talking with Admiral Hackett (females die)

Admiral Hackett addresses Shepard.

Admiral Hackett

"I'm reviewing your report on the Tuchanka, Commander. Losing those females is a big hit...won't go a long way towards winning krogan support."

Shepard

"I didn't have an option, sir. The female clans were already overrun. I couldn't risk Aralakh Company."

Admiral Hackett

"Yes, krogan commandos. They'll prove useful."

(pauses)

"Your report says you encountered Reaper elcor down there."

Shepard

"Yes sir, implanted and extremely dangerous."

...

Tuchanka: Krogan Team: Talking to Wrex (Grunt survives, females survive)

Wrex approaches Shepard.

Wrex

"Shepard, you made it out of there."

(pauses)

"Sounds like I missed a hell of a fight."

...

(Conversation wheel remains exactly as scripted in ME3.)

...

Wrex

"So Reaper Elcor, hunh? I never did like the way they talk."

Shepard

"I can't believe it either."

Wrex

"Anyway, thanks for surviving the females. Not many made it out alive, but if even one survives it's worth it. Females are our only hope at saving my people."

(pauses)

"And I hear Grunt managed to get out of there with a few scratches."

Shepard

"You could say that."

Wrex

"We'll get him patched up. Back in the fight."

Shepard

"Good to hear."

Wrex

"I should get back to it, keep me posted."

Wrex walks off.

Tuchanka: Krogan Team: Talking to Wrex (Grunt Survives, females die)

Wrex approaches Shepard.

Wrex

(irate)

"Shepard, what the hell happened down there?"

Wrex gets in Shepard's face.

Wrex (cont'd)

"You let those females die!"



Calm down.

Back off.

Conversation option: “Calm down.”

Shepard

“We were too late, Wrex, the female camp was already overrun. If we risked it, we’d all be dead.”

Wrex

(menacingly)

“You expect me to believe that?”

Shepard

“Yeah. I made the call and I’m sticking by it.”

Shepard and Wrex stare each other down.

Wrex

“Alright, Shepard, I believe you...”

Wrex relents.

Wrex

“...they were dead anyway.”

Shepard

“It hurts me too, Wrex.”

Wrex

“Uh-huh.”

(pauses)

“And I hear Grunt managed to get out of there with a few scratches.”

Shepard

“You could say that.”

Wrex

“We’ll get him patched up. Back in the fight.”

Shepard

“Good to hear.”

Wrex

“I should get back to it, keep me posted.”

Wrex walks off.

Conversation option: “Back off.”

Shepard

“Stand down, Wrex, the female camp was already overrun. I wasn’t going to risk my ass for a bunch of dead krogan.”

Wrex
(menacingly)
“Oh yeah?”

Shepard and Wrex stare each other down.

Shepard
“Yeah. I made the call and I’m sticking by it.”

Wrex snarls.

Shepard (cont’d)
(sternly)
“I made the right call.”

Shepard and Wrex stare each other down.

Wrex relents.

Wrex
(insincere)
“Alright, Shepard, whatever you say.”
(pauses)
“And I hear Grunt managed to get out of there with a few scratches.”

Shepard
“You could say that.”

...

Tuchanka: Krogan Team: Talking to Wrex (Grunt dies, females survive/females die)

Note: The dialogue for Grunt surviving is presented above, so just swap the following dialogue onto the end for Grunt dying.

...

Wrex
“And I hear...Grunt didn’t make it out.”

Shepard hangs his head.

Shepard
“No.”
(pauses)
“He stayed behind to cover our escape...if he didn’t, we’d be dead.”

Wrex nods.

Wrex
“Good boy.”
(pauses)
“Don’t worry, Shepard, I’ll make sure all krogan remember his sacrifice.”

Shepard
“Good to hear.”

Wrex
“I should get back to it, keep me posted.”

Wrex walks off.

Tuchanka: Krogan Team: Wrex and Dagg

Whether you have either Grunt or Dagg, acquiring the mission from Wrex, and the dialogue aboard the shuttle is the same, so let's just skip ahead to rendezvousing with Dagg on Tuchanka.

Tuchanka: Krogan Team: Meeting Dagg

Shepard's shuttle lands on Tuchanka.

Dagg initiates conversation with Shepard.

...

Dagg

"You can count on us. I gotta tell you, Commander, there's something wrong about this place. The Reapers are here. I can feel it in my guts."

Shepard

"I understand, Dagg, but let's stay focused on the scouts."

Dagg

"Of course, Commander."

Shepard

"What do you know so far?"

Dagg

"Tough to say, initial scans detected sizable masses moving through the tunnels. Hard to believe, but bio-scans tagged them as Elcor."

Shepard

"Elcor reapers?"

(All squadmember's reactions are listed.)

Liara

"The elcor home world is under heavy Reaper attack and my agents report elcor warriors being transported into Reaper superstructures."

James

"Whoa! Reaper elcor versus krogan. This is a death match I'm dying to see. Can we stop and get popcorn, Shepard?"

Garrus

"Makes sense. If you're going take on the krogan, you need something as big as them...or, hmmm, bigger."

EDI

"Given the substantial mass of both the krogan and elcor, close quarters combat carries a high probability of serious injury or death."

Javik

"The Reapers are cunning, employ big dumb animals to kill other big dumb animals...a sound strategy."

Dagg

"If it is Reapers, I look forward to crushing them."

Shepard

"Let's not get ahead of ourselves. We don't what's out there. First let's find the scouts."

(pauses)

"I didn't see any signs of activity during our approach"

Dagg

“Understood, Commander.”

(pauses)

“These caves lead to a large central chamber, the access point to the Andor Valley, if whatever is down there finds it, the females will be trapped.”

Shepard

“Not if we stop them first.”

Dagg

(excited)

“I knew today would be fun.”

Dagg points to Aralakh Company.

Dagg (cont'd)

“Aralakh Company – move out!”

Aralakh Company gets going.

Dagg (cont'd)

“Re-supply here, Commander. Meet you at the scout camp up ahead.”

Shepard

“Copy that, Dagg.”

Tuchanka: Krogan Team: Talking to Dagg

Shepard converses with Dagg before moving out.

Shepard initiates conversation.

Dagg

“Commander.”

Shepard

Krogan scouts?

The Elcor

Base camp



Female clans.

Return.

Aralakh company

Note: Underlined conversation options remain as scripted in ME3.

Conversation option: “Elcor”

Elcor

“What do you think of the Elcor?”

Dagg

“Drank one under the table once. Then rode him around the bar like a horse...was fun.”

Conversation option: “Female clans”

Shepard

“They are female clans here?”

Dagg

“Affirmative, Commander. Clan Erta and Zaan have settlements near the mouth of the Andor Valley, not far from here.”

Shepard

“Have they reported any signs of trouble?”

Dagg

“No.”

(pauses)

“Krogan females are anything but subtle. If something’s wrong we’ll hear it.”

Tuchanka: Krogan Team: Already encountered Reaper elcor

Same as before, previously encountering elcor Destroyers alters the initial dialogue with Dagg. The change is nearly identical to the new dialogue with Grunt; all I did is swap out Grunt and put in Dagg.

...

Shepard

“Any idea what we’re up against here?”

Dagg

“Not sure, Commander, one of my scouts thinks he saw something big – big like an elcor – made sounds like a machine...strange.”

Shepard

“We’ve seen some elcor, Dagg, the Reapers got to them, but we don’t know if elcor are involved here. Our job is to find out what happened to the scouts.”

...

Tuchanka: Krogan Team: Into the tunnels

Part 1:

Shepard and squadmates enter the mouth of the cave.

A loud moan echoes through the caves.

Shepard

“What was – watch out!”

The rocks begin to shake.

The cave entrances collapses.

(All squadmember’s reactions are listed.)

Liaa

“Phew! That was close.”

James

“I hope nobody is afraid of the dark.”

Garrus

“Looks like Aralakh Company won’t be joining us.”

EDI

“The entrance is impassable, Shepard.”

Javik

“Good. Then we will fight in the dark.”

Dagg radios Shepard.

Dagg

(over radio)

“Commander! Are you alright?”

Shepard

(over radio)

“We’re okay, but it looks like we’re going solo.”

Dagg

“Don’t worry, Commander, we’ll find another way.”

Shepard

“Roger that. Keep in radio contact.”

Shepard and squadmates proceed.

(All squadmember’s reactions are listed.)

Liara

“Funny, normally I would be thrilled to investigate these caves for what mysteries they hold, but the possibility of hulking beasts inside dampens my enthusiasm.”

James

“Close quarters combat with elcor...did I mention I can bench pressed five hundred pounds once? Think it will help?”

Garrus

“Great, we have rampaging krogan above us and now we’re stuck in a cave filled with Reaper elcor. Never a dull day, huh, Shepard?”

EDI

“We should be mindful, Shepard. The composite stone these caves are made of is likely to fracture, be careful where you shoot.”

Javik

“In my cycle, we would have irradiated this entire cave system, the krogan would simply be given a warning to run.”

Shepard finds a dead scout.

Shepard

“Dagg, got a body of a scout here. Been dead a few days.”

Dagg

“Take his weapon, Commander, could be useful down here.”

Part 2:

Shepard and squadmates search the tunnels.

Dagg

(over radio)

“Commander, status report?”

Shepard

“Nothing yet, Dagg, you?”

Dagg

"A scout."

Shepard

"Alive or dead?"

Dagg

"Dead. Looks like he was beaten to death."

Shepard

"Just be careful. Shepard out."

Shepard and squadmates proceed further into the tunnels.

Part 3:

Shepard receives a radio transmission.

Female Krogan

(radio breaking up)

"Hello...need help...hello?"

Shepard

"This is Commander Shepard, Alliance Navy, what is your status?"

Female Krogan

"I am Zarina...of clan Erta...under attack...Reapers have—."

Radio cuts out.

Shepard

"Damn it! Dagg. The female clans are in trouble. We need to—."

Suddenly an elcor destroyer busts out of a crevasse.

Destroyer is joined by cannibals and husks.

(All squadmember's reactions are listed.)

Lara

"No. How can this be? The elcor are a peaceful race."

James

"It's true! Awesome! This feels like Christmas."

Garrus

"Ugh. Why couldn't it be the Volus? Then we could just drop an anvil on them."

EDI

"Be careful, Shepard. I estimate their mass to be three times that of an average krogan male."

Javik

"Good. More Reapers...put it down, Commander!"

The destroyer takes shots at Shepard.

Shepard dives out of the way.

Shepard

"Move! Don't let it target you."

Shepard takes cover.

Shepard (cont'd)

"Dagg, Reaper elcor confirmed. Armed and extremely dangerous!"

Over the radio a shotgun blast can be heard.

Dagg

(over radio)

"Acknowledged. Just lost a krogan to one. We got to move, Shepard!"

Shepard and squadmates fend off the attack.

Shepard and squadmates proceed further into the tunnels.

Part 4:

Shepard receives a radio transmission.

Erta Zarina

"We've sustained heavy losses."

Over the radio a loud explosion can be heard in the background.

Erta Zarina (cont'd)

(shrieks)

"Ah!"

(panicked)

"Reapers forces keep coming! We are being over—."

Intense gunfire can be heard over the radio.

Shepard

"Hang on! We're coming!"

Shepard radios Dagg.

Shepard (cont'd)

"Grunt! Move it! The female clans are getting overrun."

(All squadmember's reactions are listed.)

Liara

"This isn't war. It's genocide. We have to hurry!"

James

"They're getting slaughtered out there. We got to move!"

Garrus

"This is going to be bad, Shepard. We better hurry."

EDI

"These clans are mostly children, Shepard. They are defenseless."

Javik

"They are lost. This attempt is futile."

Shepard

"Double time it, people!"

Shepard and squadmates fight their way further through the tunnels.

Part 5:

Shepard and squadmates reach a large central chamber.

Liaa

“Shepard, look!”

James

Commander, over there!”

Garrus

“Dead ahead, Shepard!”

EDI

“Far wall, Commander.”

Javik

Commander, the wall!”

Reaper forces are coming from a cave on the far wall.

Shepard

“We got to destroy the opening.”

Shepard spots an ML-77 Missile Launcher by a dead krogan scout.

Shepard (cont'd)

“Cover me, I got an idea.”

Shepard runs to the missile launcher.

(Enemies will not stop coming, player must grab the missile launcher.)

Shepard shoots the rocks above the cave entrance.

Reapers are sealed out.

(All squadmember’s reactions are listed.)

Garrus

“That did it.”

James

“Hell yeah!”

Liaa

“That was close.”

EDI

“It is sealed, Commander.”

Javik

“Good. It is done.”

Part 6:

Over the radio Erta Zarina interrupts.

Erta Zarina

“Commander, we’re still under attack.”

More heavy gunfire can be overheard.

Erta Zarina (cont'd)

“Our retreat is blocked.”

Shepard

“Dagg, what’s your status?”

Dagg

(over radio)

“Tracking a lot of movement, Commander, closing in on our position.”

(All squadmember’s reactions are listed.)

Liara

“Those are women and children down there, Shepard, we can’t leave them!”

James

“Are we even thinking about this? Commander, we have to save them!”

Garrus

“It’s tough call, Shepard, but I don’t think any of those females are getting out alive.”

EDI

“Commander, it is impossible for us to reach the females in time.”

Javik

“Let them die, Commander, the krogan warriors are more valuable.”

Dagg

(over radio)

“Commander! We got hostiles! If we stay here, Aralakh Company dies!”

Erta Zarina

(over radio)

“Commander! We’re dying out here. Please help us!”

Shepard – must choose



Save the females.

Order Aralakh Company to retreat.

Choice: Save the females.

Shepard

“Listen up! Aralakh Company holds the reapers off while the females escape.”

Shepard radios Zarina.

Shepard (cont'd)

“Zarina, pull your people. We’ll buy you some time.”

Shepard radios Dagg

Shepard (cont'd)

“Dagg, fall back to our position and lead us out!”

Dagg

(apprehensive)

"Uh, okay, Commander! I'm leaving my team. On my way!"

Shepard radios Zarina.

Shepard

(over radio)

"Hang on, Zarina, help is coming."

Shepard radios Dagg.

Shepard (cont'd)

"Now get us outta here!"

Dagg blasts through the rocks.

Dagg leads Shepard and squadmates out.

Dagg makes his last stand.

...

Note: Dagg always dies; as scripted in ME3.

Choice: Order Aralakh Company to retreat

Shepard

"Let's go. The females are lost."

Dagg

(over radio)

"Roger that! Aralakh Company, get back to the shuttle! ASAP!"

(All squadmember's reactions are listed.)

Lara

"Shepard, no, we can't—."

James

"Commander, this is crazy, we—."

EDI

"Commander, we can't just—."

Garrus

"Your call, Shepard."

Javik

"Good, Commander."

Shepard

"That's an order! Move it!"

Heavy gun fire comes over the radio.

Erta Zarina

(over radio)

"Commander! We're dying out here. Please—."

Shepard cuts off the transmission.

Shepard radios Dagg.

Shepard

“Now get us out of there!”

Dagg blasts through the rocks.

Dagg leads Shepard and squadmates out.

Dagg makes his last stand.

...

Note: Dagg always dies; as scripted in ME3.

Tuchanka: Krogan Team: Mission complete

Talking with Admiral Hackett over vid-comm is exactly the same no matter if Grunt or Dagg is present in your game. Hackett’s reaction to Shepard’s decision is also the same, regardless of Grunt or Dagg.

Tuchanka: Krogan Team: Talking to Wrex

Wrapping up the mission with Dagg isn’t much different than completing it with Grunt. Wrex’s responses to saving or not saving the females are the same, with only slight differences to accommodate Dagg dying.

...

Wrex

“And I hear...Dagg didn’t make it out.”

Shepard hangs his head.

Shepard

“No.”

(pauses)

“He stayed behind to cover our escape...if he didn’t we’d be dead.”

Wrex nods.

Wrex

“Don’t worry, Shepard, I’ll make sure all krogan remember his sacrifice.”

Shepard

“Good to hear.”

Wrex

“I should get back to it, keep me posted.”

Wrex walks off.

Tuchanka: Krogan Team: Wreav and Grunt or Dagg

Not much changes if you have Wreav in your game instead of Wrex. The mission break down is the same, no need to reread all those parts again (unless you want to). Here I’ll break down acquiring the Tuchanka: Krogan Team from Wreav, but skip the mission outline, and jump right to completing the mission.

Tuchanka: Krogan Team: Helping Wreav

Wreav is in the war room.

Shepard initiates conversation.

Shepard

“You said one of your squads is missing.”

Wreav looks over his shoulder.

Primarch Victus isn't paying attention.

Wreav

“Yes, on Tuchanka. There are...*rumors* coming out of Andor Valley. Something big.”

Shepard

“Maybe Reapers are advancing on Tuchanka?”

Wreav

(sinisterly)

“They wouldn't dare.”

Shepard shakes his/her head.

Shepard

“What do you want from me?”

Wreav

“The Andor Valley houses two of our largest female clans. They are very necessary to me, Shepard.”

Shepard folds his/arm arms.

Shepard

“And you want me to take a look.”

Wreav

“My scouts went to check it out, but we lost contact.”

(pauses)

“I sent Aralakh Company, my most feared unit to investigate. They can meet you there.”

Shepard

“I'll do what I can.”

Wreav

(sternly)

“Do more than that.”

Tuchanka: Krogan Team: Mission complete

Again, the conversation with Hackett over vid-com does not change based on which krogans are present in your game. It's only effected by Shepard's decision to either help or not help the female krogans to escape.

Tuchanka: Krogan Team: Talking to Wreav (Grunt survives, females survive)

Wreav approaches Shepard.

Wreav

“Ha! You survived, Shepard, didn't think you could.”

(pauses)

“Tell me. How did it feel to spill elcor blood?”

Shepard

“They weren't elcor, not anymore. They were transformed by the Reapers.”

Wreav

"They'll die all the same."

(pauses)

"I suppose I should thank you for saving my females."

Shepard folds his/her arms.

Shepard

"Yeah, you should."

Shepard and Wreav stare each other down.

Wreav smirks.

Wreav steps back.

Wrex

"I see that the speaker of Aralakh Company survived."

(smugly)

"Heh, heh...so it was a krogan that got you out of there..."

Shepard

"A real krogan, yes."

Wreav snarls.

Wreav

(menacing)

"If I didn't need you, Shepard..."

Shepard

"Likewise...Wreav."

Wreav

"I should return to my duties."

Shepard

"You do that."

Wreav walks off.

Tuchanka: Krogan Team: Talking to Wreav (Grunt survives, females die)

Wreav approaches Shepard.

Wreav

(irate)

"Shepard, your report says you let my females die..."

Wreav gets in Shepard's face.

Wreav (cont'd)

"...why?"

Shepard



Calm down.

Back off.

Conversation option: “Calm down.”

Shepard

“We were too late, Wreav, the female camp was already overrun. If we risked it we’d all be dead.”

Wreav

(menacingly)

“What a shame.”

Shepard gets in Wreav’s face.

Shepard

“I’m doing whatever I can to win this war, Wreav. It was a tough call, but I’m sticking by it.”

Shepard steps back.

Wreav relents.

Wreav

“We have long memories, Shepard. The death of these females will be remembered.”

Shepard

“Understood.”

Wreav

“I see that the Speaker of Aralakh Company survived.”

...

Conversation option: “Back off.”

Shepard

“Stand down, Wreav, the female camp was already overrun. I wasn’t going to risk my ass for dead krogan.”

Shepard gets in Wreav’s face.

Wreav

“Watch your tone, Shepard.”

Shepard

(sternly)

“I’m doing whatever I can to win this war, Wreav. I make hard choices that scare politicians...politicians like you.”

Wreav

“You dare.”

Shepard crosses his/her arms.

Shepard

“I do. Are we done here?”

Shepard and Wreav stare each other down.

Wreav relents.

Wreav

“We have long memories, Shepard. The death of these females will be remembered.”

Shepard
"Understood."

Wreav
"I see that the Speaker of Aralakh Company survived."

...

Tuchanka: Krogan Team: Talking to Wreav

(Grunt/Dagg dies, females survive/females die)

Note: Regardless whether the females live or die, the dialogue remains the same, except for Wreav's reaction to Grunt or Dagg dying. So just like with Wrex, simply tack this dialogue onto the bottom of the above dialogue.

...

Wreav
"I see that the Speaker of Aralakh Company did not survive."

Shepard
"He died making sure we made it out of there..."

Wreav (cont'd)
(smugly)
"Heh, heh...so it was a krogan that got you out of there..."

Shepard
"A real krogan, yes."

Wreav snarls.

Wreav
(menacing)
"If I didn't need you, Shepard..."

Shepard
"Likewise...Wreav."

Wreav
"I should return to my duties."

Shepard
"You do that."

Wreav walks off.

...

Tuchanka: Krogan Team: War assets

Just as in the original mission, the decision made during Tuchanka: Krogan Team will directly effect Shepard's war assets.

Helping the female clans is, *of course*, the noble choice, but it also yields the lesser of the two potential war assets. Saving what's left of the beaten and battered females results in a war asset of 10, but choosing the mighty Aralakh Company gives a war asset of 25 (same as the original game). The choice is yours: either do the virtuous thing or stick to that brutal calculus of war. A tough call...

Now, if you decided to save the females – and of course you won't find this out until after you make the decision – upon completing Priority: Tuchanka, Shepard will receive an email from Erta Zarina notifying him/her that some of the rescued krogan did not survive. This reduces the war asset to 5.

From: Erta Zarina

Subject: Thank you.

Thank you for saving my life on Tuchanka, Commander. The Alliance doctors have treated us with care, but they could not save all my sisters, some did succumb to their wounds. Now only a few of us remain.

We will honor the spirits of our fallen sisters, and may they watch over you, Commander.

Erta Zarina

Tuchanka: Krogan Team: Squad member reactions

Aboard the Normandy, all currently available squad members, i.e. those who could have accompanied Shepard on the mission, receive new dialogue regarding Shepard's decision on Tuchanka. *It does not prompt a full conversation.*

Note: Any after-mission dialogue about the Rachni has been cut, obviously.

Tuchanka: Krogan Team: Saving the females

Shepard initiates conversation.

Liara

"Shepard. What those females on Tuchanka have been through. It's amazing any survived. Hopefully this will help sway krogan support in our favor. The krogan are a hard bunch to please."

James

"I can't believe we got those krogan females out alive, but I suppose we have Aralakh Company to thank for that...tough humps."

Garrus

"I'm not sure there's much fight left in those female krogan, but for what's worth, Shepard, I think you made the right call on Tuchanka. Heh, you have a habit of doing that."

EDI

"Shepard, while Aralakh Company would have contributed considerably more to the war effort, saving those female krogan...felt good. Thank you, Commander."

Javik

"It was foolish to let the krogan Aralakh Company die, Commander. Guns will kill more Reapers than pregnant krogan. You still have much to learn..."

Tuchanka: Krogan Team: Choosing Aralakh Company

Shepard initiates conversation.

Liara

"Shepard, my operatives on Tuchanka report krogan clan chiefs have mixed opinions on the deaths of clan Erta and Zaan. It's unclear how this will effect krogan support."

James

"Damn. That Aralakh Company is pretty bad ass! I can't wait to see them in action. Too bad about those females though."

Garrus

"Shepard. It was tough to watch those females die on Tuchanka. Let's hope the krogan don't stay true to form and resent us for thousand years."

EDI

“Shepard. Aralakh Company has reported to Admiral Hackett. They formally requested to assist with frontline operations when dispatched to Earth.”

Javik

“It was wise to acquire the krogan Aralakh Company, Commander. Guns will kill more Reapers than pregnant krogan. Heh-ha-ha-ha.”

Tuchanka: Krogan Team: Waiting too long

ME3V imparts a greater penalty on the player if he or she fails to complete Tuchanka: Krogan Team before curing the genophage. Currently in ME3, if Shepard neglects completing the mission he/she only loses the closing dialogue with Wrex or Wreav. ME3V ups the ante. After all, the lives precious krogan females are at stake!

If Shepard fails to complete Tuchanka: Krogan team and has concluded Priority: Tuchanka, this mission will no longer be available. Later, Shepard will receive an email from Wrex or Wreav, notifying him/her that Grunt died while trying to save the female clans from Reaper attack. Grunt will die regardless of completing his loyalty mission in ME2.

Note: Wrex or Wreav will not email Shepard if Dagg is present in your game. Shepard never met Dagg anyway, so who really cares?

Note: Shepard will not suffer a loss of war assets as he/she never bothered to obtain them.

Wrex's email

From: Urdnot Wrex

Subject: Bad news.

Shepard. I have some bad news. Grunt is dead. He died trying to rescue those females in the Andor Valley. But, what's left of Aralakh Company said he took a couple dozen Elcor with him.

Too bad. He could have used your help, Shepard.

-Wrex

Wreav's email

From: Urdnot Wreav

Subject: Grunt.

Grunt is dead. He and Aralakh Company were wiped out trying to save those females in the Andor Valley – weak.

I asked you to help and you refused. Don't die out there, Shepard, you and I have unfinished business.

-Wreav

Dekuuna: Elcor Extraction

Dekuuna: Elcor Extraction is your basic Mass Effect delivery boy (or girl) mission: an NPC needs something and Shepard plays fetch...harmless. The only change ME3V serves up here is to accommodate the new elcor Destroyers.

If Shepard is contending with elcor Reapers, instead of Rachni, then additional dialogue is added with the elcor ambassador when Shepard acquires the mission. Of course, if Reaper Ravagers are present in your game, and not elcor, then Dekuuna: Elcor Extraction proceeds as scripted in ME3.

Either way, the reward for completing this mission is the same as ME3; no changes.

Shepard approaches the elcor ambassador.

Shepard initiates conversation.

...

Ambassador

“Holding sorrow. Dekuuna. My homeworld. The Reapers have come.”

Shepard

“I know. I’ve fought Reaper elcor. I’m sorry, Ambassador.”

Ambassador

“Gratitude. Thank you for ending their torment.”

(pauses)

“Holding sorrow. Our warriors are under siege, but your forces can rescue them.”

...

N7: Fuel Reactors

ME3V deploys two changes here. Cerberus forces replace Reapers. It just strikes me as odd that Reapers would be concerned with this distant fuel station; plus those barrier generators just hanging around beforehand seems doubly out of place. Cerberus fits better; sabotage is in their repertoire.

Also, the turian soldiers stationed at the reactor should wear helmets; every other soldier has taken the necessary precautions against toxic fumes, but the turians do not. Simple fix: the turians now wear helmets.



Speaking of helmets, check out Javik’s new lid. [See concept art 19](#). Javik will wear this helmet whenever other squadmates wear theirs. Simple enough, right? Damn...looking good, Javik!

Priority Tuchanka: Cure the Genophage

In ME3V, if Shepard killed the last rachni queen in ME1, and you now have Destroyers in your game, some new dialogue is needed to accommodate their presence on the planet, as well as the corpse found when exiting the City of the Ancients; especially if Shepard has yet to encounter any of them, i.e. you haven’t yet completed the “Grunt mission.” Or, the “Dagg mission” – sorry, Dagg. I almost forgot you.

The main addition – I had hoped it would be a big surprise – is in ME3V, Wrex will now join Shepard in the mad dash to the maw hammers. Of course, the *Citadel* DLC spoiled Wrex’s return, but, my fault for not getting ME3V out fast enough. No worries. If Wrex is dead in your game, Wreav will take his place during the sprint to the maw hammers. Before you say anything, this was in my plans for ME3V all along. I swear on a stack of codexes!

Priority Tuchanka: Exiting the City of the Ancients

(Shepard already encountered Destroyers, Wrex or Wreav is present)

Shepard exits the City of the Ancients.

He/she spots a dead elcor Destroyer.

Shepard interacts with the body.

(All squadmember’s reactions are listed.)

Note: Tali, Ashley, and Kaiden have not yet been recruited.

Liaa

(gasps)

“Shepard, more elcor.”

James

(gags)

“Ugh. What’s that smell?”

Garrus

(unenthused)

“Great...*more* elcor.”

EDI

“It appears our encounter with the elcor was not an isolated incident, Commander.”

Javik

“Pity. In my cycle elcor flesh was considered a delicacy.”

Shepard

“There are bound to be more than just the ones we killed.”

Shepard radios Wrex/Wreav.

Shepard (cont’d)

“Wrex/Wreav, we’ve got elcor here. Keep an eye out.”

...

Priority Tuchanka: Exiting the City of the Ancients

(Shepard has not already encountered Destroyers, Wrex is present)

...

Shepard interacts with the body.

(All squadmember’s reactions are listed.)

Note: Tali, Ashley, and Kaiden have not yet been recruited.

Liaa

(shocked)

“No. It can’t be...elcor?”

James

“Dios! That looks like an elcor.”

Garrus

“What the hell is that? Elcor?”

EDI

“Shepard, my scans have identified the corpse as elcor.”

Javik

“Elcor...cunning. The Reapers do not discriminate.”

Shepard

“Sure looks like it...heavily modified though.”

Shepard radios Wrex.

Shepard (cont'd)

"Wrex, we've got reaper elcor here."

Wrex

(over radio)

"No shit. Dangerous?"

Shepard

"Don't know. This one is dead."

Wrex

(over radio)

"Alright. I'll let you know if we run over one with the truck."

Shepard and squadmates move out.

...

Priority Tuchanka: Exiting the City of the Ancients

(Shepard has not already encountered Destroyers, Wreav is present)

...

Shepard radios Wreav.

Shepard

"Wreav, we've got reaper elcor here."

Wreav

(over radio)

"Ha! Scared, Shepard?"

Shepard

(annoyed)

"No. This one is dead."

Wreav

(over radio)

"Hopefully they'll be more. I hate the way they talk."

Shepard and squadmates move out.

...

Priority Tuchanka: Wrex joins the fray

...

The convoy reaches the Shroud.

Eve suggests using the ancient Maw Hammers to summon Kalros.

...

Shepard

"We know why we're here and what's at stake, so let's make it happen."

Shepard turns to walks away.

Wrex interrupts.

Wrex

“Wait! You’re not doing this without me, Shepard.”

Shepard

“What?”

Wrex

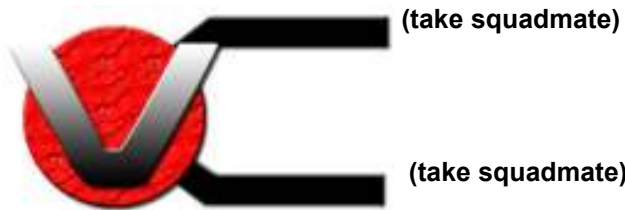
“This is my planet.”

Wrex cocks his gun.

Wrex (cont’d)

“I’m coming with you.”

Shepard – must choose



Note: Garrus and Liara will have more reaction to being picked or not being picked as they both have a history with Wrex.

Note: After Shepard chooses who to take, he/she will also address the squadmate who he/she did not pick.

Taking Garrus

Shepard

“Glad to have you, Wrex.”

(pauses)

“Garrus, let’s go.”

Garrus steps forward.

Garrus

“Just like old times, huh, Wrex?”

Wrex

“Don’t worry, Garrus. I’ll keep you safe... wouldn’t want to mess up your pretty face. Heh-ha-ha-ha.”

Garrus

(coyly)

“Just remember to turn the safety off, old man.”

Taking Liara

Shepard

“Glad to have you, Wrex.”

(pauses)

“Liara, let’s go.”

Liara steps forward.

Liara

“Ready for this, Wrex?”

Wrex

“When this is over, Liara, I promise you can have all the rocks you want.”

Liara

(chuckles)

“Thanks, Wrex.”

Taking Javik

Shepard

“Glad to have you, Wrex.”

(pauses)

“Javik, let’s go.”

Javik steps forward.

Javik

“Acknowledged, Commander.”

Taking James

Shepard

“Glad to have you, Wrex.”

(pauses)

“James, let’s go.”

James steps forward.

James

“Ten-four, Commander.”

Taking EDI

Shepard

“Glad to have you, Wrex.”

(pauses)

“EDI, let’s go.”

EDI steps forward.

EDI

“Yes, Shepard.”

Not taking Garrus

Shepard

“Garrus, cover their asses.”

Garrus

“Damn. I don’t get to see Wrex miss every target in sight.”

Wrex steps up to Garrus.

Wrex

(sincerely)

“Garrus, keep them safe.”

Garrus puts his hand on Wrex's shoulder.

Garrus

"Go be a hero, Wrex. I got this."

Wrex nods.

Not taking Liara

Shepard

"Liara, cover their asses."

Liara

"Yes, Shepard."

Wrex steps up to Liara.

Wrex

(sincerely)

"Liara, keep them safe."

Liara

"Don't worry, Wrex. Just be careful out there."

Wrex nods.

Not taking Javik

Shepard

"Javik, cover their asses."

Javik

"Acknowledged, Commander."

Not taking James

Shepard

"James, cover their asses."

James

"Ten-four, Commander."

Not taking EDI

Shepard

"EDI, cover their asses."

Javik

"Yes, Shepard."

Priority Tuchanka: Wrex's weapons and powers

ME3V puts Wrex's powers back in line with ME1. The *Citadel* DLC neglects Wrex's biotic abilities a little. Sure, Wrex gets Barrier again, but that's it. ME3V rearranges things. *All this carries over to The Citadel DLC.*

Wrex's powers:

- Carnage
- Frag Grenade
- Barrier
- Warp
- Krogan Battlemaster (same as The *Citadel* DLC.)

Wrex is a total bad ass with the Stimulant Pack in *Citadel*, but he needs Warp. It was one of his signature powers in ME1, plus he did just send two salarians flying earlier on Sur'Kesh.

As for Wrex's weapons, *Citadel* arms him with a shotgun and pistol. Sorry, but a pistol just looks silly in Wrex's big meaty hands, so ME3V changes it up. Wrex keeps his shotgun – it would be sacrilege to get rid of it – but instead of the pew-pew, ME3V arms Wrex with an assault rifle.

Wrex's load out:

- M-300 Claymore
- M-96 Mattock

Note: Wrex will still possess both these weapons even if Shepard has yet to acquire them.

Note: Shepard can allocate Wrex's experience points, which are proportional to Shepard's current level; same system as ME3.

Priority Tuchanka: Fighting with Wrex

Shepard is the boss, and as such, he/she issues commands in the heat of battle. Here are Wrex's responses to Shepard's orders. *Wrex can be revived and can also revive others.*

Wrex: In-combat dialogue with Wrex

Encountering enemies:

"Reapers ahead, Shepard."

"Enemies!"

Fighting:

"Rawr!"

"This is not your planet!"

"Way more fun than killing Geth."

"Come on, Shepard, keep up."

Frag Grenade:

"Grenade out!"

Carnage:

"Now *that* is pretty!"

"Tickles...doesn't it."

Warp:

"Didn't think a krogan could do that, huh?"

Barrier:

"Just try and kill me now!"

About to go down:

"Ugh, I think they shot me in the quad."

“Getting fuzzy, Shepard.”

Revived:

“Don’t mention this to Eve, okay?”

“Thanks, Shepard.”

Reviving someone:

“Nap time is over, Shepard.”

“Come on. Come on. Get up.”

Fighting over automatic revival:

“Ugh. I’m too old for this shit...”

Follow:

“Yeah, Shepard.”

Move over there:

“Sure.”

Attack target:

“It’s dead meat.”

Note: All of Wrex’s in-combat dialogue and ranting are also retained in the Citadel DLC.

Priority Tuchanka: Maw hammers already lifted

If either Wrex or Wreav is now a member of Shepard’s squad, they clearly aren’t off raising the maw hammers – like in the original game – so for ME3V, let’s just say activating the maw hammers sends them up, and then crashing down too. If you can live with a giant worm eating a Reaper...this isn’t *that* big of a stretch, is it?

Priority Tuchanka: Running to the Reaper with Wrex

...

Shepard heads up the stairs.

The Reaper is in clear view.

Wrex

“Look at that ugly bastard. My advice: avoid the giant laser.”

Shepard takes cover.

Shepard

“Stick to cover!”

(Squadmates other than Wrex react as scripted in ME3)

Shepard (cont’d)

“Don’t stop!”

Wrex

“Get to the hammers, Shepard.”

Shepard takes cover.

Turian fighters fly overhead.

Turian Pilot

“Commander, this Artimec Wing! We’ll try to give that Reaper something else to shoot at!”

Wrex

“Ha! No shit? The Turians came through.”

(smirks)

“Remind me to send them a ‘thank you’ card.”

(Squadmates other than Wrex react as scripted in ME3.)

Shepard

“Go! Let’s push ahead.”

Shepard nears the hammers.

Wrex

“Shepard! There, the hammers; to the right and left.”

(Squadmates other than Wrex react as scripted in ME3.)

Shepard

“Just go! Don’t stop!”

Wrex

(excited)

“Now this—this is the sort of crazy I missed!”

Shepard activates the first hammer.

Shepard

“Mordin (or Wiks), we hit the first hammer. How’s it coming?”

Mordin

(over radio)

“Almost have cure! Eve’s vital signs dropping! Trying to compensate!”

or

Wiks

(over radio)

“The cure is nearly ready, Commander, but Eve’s vital signs are dropping. I’m trying to compensate.”

(Squadmates other than Wrex react as scripted in ME3.)

Shepard hustles to the second hammer.

Wrex

“Hurry, Shepard! The last hammer.”

Shepard

“There’s a Reaper in our way, Wrex!”

Wrex

“Yeah, and?”

Shepard

“Ugh!”

Shepard reaches the second hammer.

He/she activates the hammer.

Shepard

“Go! Get back to the truck. I’ll take care of the cure!”

...

Proceeds as scripted in the original game.

Priority Tuchanka: Wreav joins the fray

...

The convoy reaches the Shroud.

Eve suggests using the ancient maw hammers to summon Kalros.

...

Shepard

“We know why we’re here and what’s at stake, so let’s make it happen.”

Shepard turns to walk away.

Wreav interrupts.

Wreav

“Not so fast, Shepard.”

Shepard

“What?”

Wreav

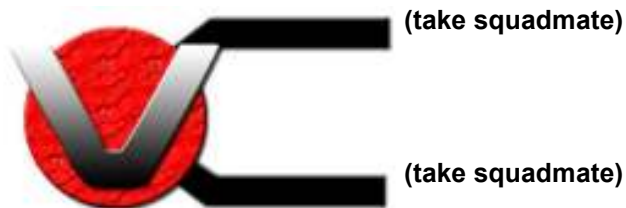
“You’re not doing this without me.”

Wreav cocks his gun.

Wreav (cont’d)

“I’m going with you.”

Shepard – must choose



Note: Neither Garrus and Liara have unique dialogue here, as they have no significant history with Wreav, their new dialogue (below) is a simple acknowledgment.

Note: Squadmates other than Garrus and Liara react exactly as they did with Wrex.

Taking Garrus

Shepard

“Alright, Wreav.”

(pauses)

“Garrus, let’s go.”

Garrus steps forward.

Garrus

“You got it, Shepard.”

Taking Liara

Shepard

“Alright, Wreav.”

(pauses)

“Liara, let’s go.”

Liara steps forward.

Liara

“Ready, Shepard.”

Not taking Garrus

Shepard

“Garrus, cover their asses.”

Garrus

“I’m on it, Shepard.”

Not taking Liara

Shepard

“Garrus, cover their asses.”

Garrus

“Yes, Shepard

Priority Tuchanka: Wreav’s weapons and powers

We really don’t know much about Wreav, except that he’s Wrex’s brood brother and, well, he’s a dick...an angry, violent dick. ME3V gives him weapons and powers that reflect his dick-ness. So angry...

Wreav’s powers:

- Carnage
- Incendiary Grenade
- Fortification
- Incendiary Ammo
- Krogan Warlord (similar to James’s Arms Master training.)

Carnage and fire...sounds just like Wreav. And Wreav’s load out is equally vicious. ME3V gives him the M-22 Eviscerator and the M-76 Revenant; not exactly “Nerf guns.”

Wreav’s load out:

- M-22 Eviscerator
- M-76 Revenant

Note: Wreav will still possess these weapons even if Shepard has yet to acquire them.

Note: Shepard can allocate Wreav’s experience points, which are proportional to Shepard’s current level; same system as ME3.

Priority Tuchanka: Fighting with Wreav

Same as Wrex, Wreav has new in-combat dialogue and responses to Shepard's orders.

Wreav: In-combat dialogue with Wreav

Encountering enemies:

"Heads up, Shepard, Reapers."

"Enemies!"

Fighting:

"Right in the head."

"I will *not* be denied!"

"This is *my* planet!"

"Die!"

Incendiary Grenade:

"Grenade!"

Carnage:

"Burn, maggot!"

"Heh-ha-ha-ha."

Incendiary Ammo:

"Everything will burn."

Fortification

"I...am...invincible!"

About to go down:

"You...ugh...can't kill me."

"Get over here, Shepard."

Fighting over automatic revival:

"Bah! I'm getting weak...like you, Shepard."

Revived

"You saw nothing, Shepard."

"About time."

Reviving someone:

"Die on your own time, Shepard."

"Get up, pyjak."

Follow:

"Yeah."

Move over there:

"Whatever."

Attack target:

"Good."

Priority Tuchanka: Running to the Reaper with Wreav

...

Shepard heads up the stairs.

The Reaper is in clear view.

Wreav

“That thing needs to die!”

Shepard takes cover.

Shepard

“Stick to cover!”

(Squadmates other than Wreav react as scripted in ME3.)

Shepard (cont'd)

“Don’t stop!”

Wreav

“Move it, Shepard. Get to the hammers.”

Shepard takes cover.

Turian fighters fly overhead.

Turian Pilot

“Commander, this Artimec Wing! We’ll try to give that Reaper something else to shoot at!”

Wreav

“Good. Let them soak up the fire.”

(sinisterly)

“Heh-ha-ha-ha.”

(Squadmates other than Wreav react as scripted in ME3.)

Shepard

“Go! Let’s push ahead.”

Shepard nears the hammers.

Wreav

“Shepard! The hammers – right and left!”

(Squadmates other than Wrex react as scripted in ME3)

Shepard

“Just go! Don’t stop!”

Wreav

(excited)

“You’re crazy like a Vorcha, Shepard.”

Shepard activates the first hammer.

Shepard

“Mordin (or Wiks), we hit the first hammer. How’s it coming?”

Mordin

(over radio)

“Almost have cure! Eve’s vital signs dropping! Trying to compensate!”

or

Wiks

(over radio)

“The cure is nearly ready, but Eve’s vital signs are dropping. I’m trying to compensate.”

(Squadmates other than Wrex react as scripted in ME3)

Shepard hustles to the second hammer.

Wreav

“The last hammer, Shepard. Move it!”

Shepard

“Do you see the Reaper, Wreav?”

Wreav

“Bah!”

Shepard reaches the second hammer.

He/she activates the hammer.

Shepard

“Go! Get back to the truck. I’ll take care of the cure!”

...

Proceeds as scripted in the original game.

Benning: Evidence

Quick change here: Bilal Osoba’s dogtags are now easier to spot. Instead of being invisible near Bilal’s slain body, Shepard acquires the tags by interacting with Bilal’s corpse. It’s considerably more obvious this way. A lot of mission specific items are tricky to find, but this one is just little too annoying.

Aside from this, Benning: Evidence unfolds exactly as it does in ME3.

Citadel: Wounded Batarian

If Shepard grants the dying batarian sweet release, ME3V adds some new dialogue between Shepard and the turian nurse. Additionally, the turian nurse, and Ghorek’s corpse, will no longer be present upon future visits to the Docks: Holding Area. It’s sort of weird, and macabre, to keep a dead body just lying around...can’t image the smell would be too pleasant, especially a batarian body. Ick...

If Shepard chooses to let Ghorek live, the mission proceeds as it does in the original game. The reward for completing this mission doesn’t change either way.

Talking to Ghorek

...

Ghorek

“Let me join my family.”

Shepard elects to shut off his life-support.

He/she turns off the machine.

Ghorek (cont'd)

(death rattled)

“Thank—“

Shepard turns to the nurse.

Shepard

“He’s gone. See that he receives a proper service. Spectre authority.”

Turian nurse

“Yes, Commander.”

Rannoch: Geth Fighter Squadrons

ME3’s original Geth Consensus is about as awe inspiring as a dripping faucet. *Sorry to be so blunt.* A vast cyber world full of squares, cubes, floating platforms, and bright lights...you don’t say? Cliché much! Stepping into the “mind” of the geth needs to be a more remarkable experience, so ME3V pulls Shepard out pixel-ville.

In the *Project Overload*, a DLC for ME2, while under the influence of computer control, Shepard sees the world as a hybrid of organic and digital. A Cerberus lab with a digital overlay; glowing and fluctuating, like how a computer processor might work, but it still maintained many real world properties. ME3V draws inspiration from this.

Rannoch: Geth Fighter Squadrons: A brave new consensus

ME3V literally explodes BioWare’s visions of Geth Consensus, and opens it up to the weird, the strange, and the near-incomprehensible...more like what you’d expect from entering the mind of a machine colored that is with Shepard’s own memories, experiences, and perceptions.



“We have installed filters to allow you to make visual sense of the server’s raw data. Your mind perceives our world as something familiar.” Now it *actually* looks that way! **See concept art 20.** ME3V’s Geth Consensus is designed to be a city with a digital overlay – think *Blade Runner* meets *Tron: Legacy* – with just enough of the “real world” to make it somehow feel “familiar.” Well, familiar-ish...

Rannoch: Geth Fighter Squadrons: Fighting through the Geth Consensus

ME3V’s Geth Consensus is not leisurely stroll through bizzaro land – it’s a *fight through* bizzaro land! Shepard will progress through the Consensus as he/she would any other mission: encountering enemies, dashing in and out of cover, using powers, picking up thermal clips, reloading, etc., etc.

And as in the original game, Admiral Raan will request updates throughout the mission .These mini cut-scenes (cut-aways) will unfold exactly as scripted in the original game.

Rannoch: Geth Fighter Squadrons: Twisted hybrid enemies

Since Shepard will now be fighting his/her way through the Geth Consensus, there needs to be enemies, but not regular, boring geth troopers. Remember, the Geth Consensus is a combination of Shepard's memories and the geth's world; the new bad guys need to reflect that. **See concept art 21**. This is just one of many possibilities. Shepard has fought Reapers, Cerberus troops, and geth – even more enemies if add up ME1 and ME2 – that thing in the concept art is a combination of enemies encountered in ME3: a cannibal, a Cerberus trooper, and a geth soldier.

Truth be told, the combinations and designs for this sort of enemy are basically limitless (especially how they actually end up looking); just let your mind wander. Imagine what a geth prime, Cerberus phantom, and banshee might look like. Oh, I bet a geth pyro, a brute, and a Cerberus Atlas might make one hell of a pain in the ass enemy. Let's just say ME3V's Geth Consensus can be wrought with all sorts of these monstrosities. Have fun!

Rannoch: Geth Fighter Squadrons: Data clusters

All those Reaper code infected data clusters are vitally important to the Geth Consensus. It tells the tale of the geth and quarians, so they remain in ME3V. But since Shepard is no longer playing gardener and weeding out infected code, the historical records will automatically appear at various points in the mission; after Shepard kills a group of enemies.

Speaking of data, the Reaper code fragment for the side mission Citadel: Reaper Code Fragments can still be found during the mission. It appears as a small electrical disturbance.

Note: Shepard will still obtain the corresponding intel from viewing the records and Legion/the Geth VI will still narrate the events.

Rannoch: Geth Fighter Squadrons: Legion and the Geth VI join Shepard

In ME3V, Legion or the Geth VI, depending on your game, will accompany Shepard through the new Geth Consensus. No, not only as a tour guide (as they do in ME3) but as Shepard's squadmate. Legion or the Geth VI will fight alongside Shepard, with powers and guns; just as any regular squad member would. "We oppose the heretics. We oppose the Old Machines. Shepard-Commander opposes the Old Machines. Shepard-Commander opposes the heretics. Cooperation furthers mutual goals." Good to have you back, Legion...

Note: Shepard, Legion, and the Geth VI will all appear greenish and partially digitized, but this is merely for effect and does not interfere with shields, barriers, or powers.

Rannoch: Geth Fighter Squadrons: Legion's weapons and powers

Legion's powers are all tech-oriented; same as in ME2. Legion is a geth infiltration unit, so his powers need to disrupt and sabotage his enemies as he picks them off from afar.

Legion's powers:

- Overload
- AI Hacking
- Defense Matrix
- Combat Drone
- Geth Saboteur (Similar to EDI's Unshackled AI training.)

Legion's weapons shouldn't come as a surprise. He's a sniper and a geth, so what the hell else could they possibly be...a flaming sword and magic staff?

Legion's load out:

- M-98 Widow Anti-Material Rifle
- Geth Pulse Rifle



Note: Legion will still possess these weapons even if Shepard has yet to acquire them.

Note: Shepard can allocate Legion's experience points, which are proportionate to Shepard's current level; same system as ME3.

Rannoch: Geth Fighter Squadrons: Fighting with Legion

If Legion is back at Shepard's side, like all returning squadmates, Legion receives a bevy of new in-combat dialogue. *Legion can be revived and can revive Shepard.*

Legion: In-combat dialogue

Encountering enemies:

"Hostile units ahead."

"Shepard-Commander, Reaper infection is present."

Fighting:

"Neutralized."

"Target eliminated."

"Hostiles."

"Enemy offline."

Combat Drone:

"Automated light weaponry."

Overload:

"Overloading systems."

AI Hacking:

"Sabotaging weapons."

"Disrupting systems."

Barrier:

"Defense matrix online."

About to go down:

"Alert. Systems failing."

"Shepard-Commander, we require assistance."

Revived:

"Shepard-Commander, we are grateful."

"Assistance acknowledged."

Reviving Shepard:

"Are you functional, Shepard-Commander?"

"We must continue."

Fighting over automatic revival:

"Full functionality restored."

Follow:

"Acknowledged."

Move over there:
“Following your order.”

Attack target:
“Hostile targeted.”

Rannoch: Geth Fighter Squadrons: Into the Consensus with Legion

Moving through the Geth Consensus is broken up into multiple parts; each marks an important point in the mission. Ellipses are used to skip to the new parts as needed.

Part 1: Entering the consensus

...

Shepard enters the Geth Consensus.

Legion

“Shepard-Commander, we acknowledge your integration into this server. We welcome you to our consensus.”

Shepard steps out of the docking port.

He/she surveys the surroundings.

Shepard

(disbelief)
“What is this?”

Legion

“We have installed filters to allow you to make visual sense of this server’s raw data. Your mind perceives our world as something familiar.”

Shepard

“It almost seems real, organic. Not a computer.”

Legion

“Correct. Your perception of our world utilizes your own memories and experiences.”

(pauses)

“Does this comfort you?”

Shepard

“I’d have to say no. Where are you?”

Legion materializes besides Shepard.

Legion

“Here.”

Shepard

“You look...different.”

Legion

“As do you.”

Shepard looks at his/her hands.

Legion

“We have made ourselves visually distinct for your convenience.”

Shepard

“Thanks. What about geth already in here.”

Legion

"You will perceive geth in two forms. Most geth will be appear as surveillance footage, audio logs, and sensor records. These geth will contain historical information you may find...interesting."

Shepard

"And the others?"

Legion

"Reaper infection is present. Your mind will interrupt it as hostile platforms and other foes you remember encountering. They will need to be destroyed to remove Reaper infection from this server."

Shepard

"What kind of...foes?"

Legion

"We cannot say."

(pauses)

"Do not be concerned, we have provided you with armaments."

Shepard examines his/her weapon.

Legion (cont'd)

"Data filters have reconstructed your weapons. Use them as you would in the organic world."

Shepard

"This should be fun."

(pauses)

"Where will you be?"

Legion

"We are prepared to fight with you. We are at your command, Shepard-Commander."

Shepard

"Well then, it's good to have you again, Legion."

Legion

"Yes. We are pleased to offer our assistance."

(pauses)

"Now, we must hurry."

Shepard

"Right. Move out."

Shepard and Legion move through the Geth Consensus.

...

Shepard asks a question as they move out.

Shepard

"So I've got to ask: what happens if I die in here?"

Legion

"Wounds sustained inside the geth consensus will trigger neural synapses in your organic mind – too many and you will suffer what you call...a stroke."

Shepard

(un-amused)

"Wonderful..."

Shepard and Legion continue.

...

Part 2: Encountering enemies

...

Shepard and Legion encounter enemies.

Enemies are killed.

Shepard stops to ask Legion a question.

Shepard

"What does destroying these Reaper infections here do to the Geth in the real world?"

Legion

"The geth fighter squadrons communicate with platforms on their spacecraft via this server. We will sever that connection."

(pauses)

"We will ensure there are no transfers or backups. This server...will fall silent."

Shepard



Note: Underlined conversation options remain as scripted in ME3. They do not impact the new Geth Consensus any differently.

...

Part 3: Finding a data cluster

...

Shepard locates a data cluster.

Shepard

"What's that?"

Legion

"Infected code. This foreign code is a manifestation of the Old Machine signal."

Shepard

"You're surprised the Reapers are all over your servers?"

Legion

"We did not anticipate such extensive infection."

(pauses)

"We must investigate. Please access the code."

...

Note: This pattern of fighting and discovering data packets is continued throughout the mission.

...

Part 4: Exiting the consensus

Shepard and Legion kill the last wave of enemies.

Legion

“You must access the final data cluster to proceed.”

Shepard interacts with the last data cluster.

Legion (cont'd)

“The remaining Reaper Code has been terminated. We are ready to transport you.”

An access points appears.

Shepard

“Finally, this has been a little...unnerving.”

Legion

“Root access acquired. Serving all connections to this communication node.”

(pauses)

“Geth no longer reside on this server. We may exit the Consensus.”

Shepard walks to the access point.

Legion dematerializes.

Shepard enters the access point.

Legion (cont'd)

“Terminating remote access. Removing programs. Deleting archives.”

Shepard exits the Geth Consensus.

Uniting with the Geth Primes proceeds as scripted in the original game.

...

Rannoch: Geth Fighter Squadrons: Into the Consensus with the Geth VI

If Legion is not part of your game, i.e. he is dead or you sold him, the new and improved Geth VI will accompany Shepard through the consensus.

Rannoch: Geth Fighter Squadrons: Geth VI's weapons and powers

The Geth VI's powers differ considerably from Legion's. The Geth VI is a frontline fighter, not an infiltration unit, so its powers are a mix of combat and tech: perfect for a straight up fight.

Geth VI's powers:

- Overload
- Carnage
- Fortification
- Disrupter Ammo
- Geth Trooper (Similar to James's Arms Master training.)

As for the Geth VI's armaments, the plasma shotgun is a brutal weapon, perfect for frontline combatants, and the pulse rifle is standard issue geth weaponry.

Geth VI's load out:

- Geth Plasma Shotgun
- Geth Pulse Rifle

Note: The Geth VI will still possess these weapons even if Shepard has yet to acquire them.

Note: Shepard can allocate the Geth VI's experience points, which are proportionate to Shepard's current level; same systems as ME3.

Rannoch: Geth Fighter Squadrons: Fighting with the Geth VI

The Geth VI also gets a variety of in-combat dialogue and responses to Shepard's commands; many are the same as Legion's, as geth are uniform by design. *The Geth VI can be revived and can revive Shepard.*

Geth VI: In-combat dialogue

Encountering enemies:

"Hostile units ahead."

"Shepard-Commander, Reaper is infection present."

Fighting:

"Neutralized."

"Target eliminated."

"Hostiles."

"Enemy offline."

Carnage:

"Ballistics deployed."

"Destroying armor."

Overload:

"Overloading systems."

Disrupter Ammo:

"Activating disruption rounds."

Fortification

"Enhanced armor online."

About to go down:

"Alert. Systems failing."

"Shepard-Commander, we require assistance."

Revived:

"Assistance acknowledge, Shepard-Commander."

"We are functional."

Reviving Shepard:

"We require your survival, Shepard-Commander."

"We must continue."

Fighting over automatic revival:

"Geth unit operational."

Follow:

“Acknowledged.”

Move over there:

“Moving.”

Attack target:

“Hostile targeted.”

Rannoch: Geth Fighter Squadrons: Into the Consensus with the Geth VI

As it is with Legion, fighting through the Geth Consensus with the Geth VI is divided into multiple parts, each marking the important moments. Most of the Geth Consensus with the Geth VI is identical to reuniting with Legion, so only the differences are presented here.

Note: The additional data with Geth VI and Shepard meeting aboard the Normandy in ME2 does not occur with the Geth VI. Your loss for not having Legion in your game.

Part 1: Entering the consensus

...

Shepard enters the Geth Consensus.

Geth VI explains the Consensus to Shepard.

...

Geth VI

“Data filters have reconstructed your weapons. Use them as you would in the organic world.”

Shepard

“This should be fun.”

(pauses)

“Where will you be?”

Geth VI

“We are prepared to fight with you. We await your command, Shepard-Commander.”

Shepard

“Right. Move out.”

Shepard and Geth VI move through the Geth Consensus.

...

Shepard asks a question as they move out.

Shepard

“So I’ve got to ask: what happens if I die in here?”

Legion

(deadpan)

“You will die.”

Shepard

(un-amused)

“Wonderful...”

Shepard and Legion continue.

...

Part 2: Encountering enemies

...

Shepard talks to the Geth VI.

...

Shepard

"What does destroying these Reaper infections here do to the Geth in the real world?"

Geth VI

"The geth fighter squadrons communicate with platforms on their spacecraft via this server. We will sever that connection."

(pauses)

"We will ensure there are no transfers or backups. This server...will fall silent."



That's unfortunate.

Good.

Conversation option: "That's unfortunate."

Shepard

"This is like wiping out a city, isn't it?"

Geth VI

"We have no choice in this matter. It is a question of survival."

(pauses)

"Remorse is an organic concept. Geth have no equivalent."

Shepard

"I've noticed."

Conversation option: "Good."

Shepard

"The sooner this place shuts down the better."

Geth VI

"Yes. Additional Geth are at risk. Our goals must be met."

Part 3: Finding a data cluster

...

Shepard locates a data cluster.

...

Shepard

"You're surprised the Reapers are all over your servers?"

Legion

"We did not anticipate such—irrelevant. We must investigate. Please access the code."

...

Part 4: Exiting the consensus

...

Shepard exits the Geth Consensus.

As with Legion, uniting with the Geth primes proceeds as scripted in the original game.

...

Citadel: Heating Unit Stabilizers

To give the player a better chance of detecting the heating unit stabilizers during N7: Cerberus Fighter Base, ME3V places them on the L-shaped console, directly in front of the two shutdown terminals.

Arrae: Ex-Cerberus Scientists

Just as it does if Jacob did not survive the suicide mission in ME2, Arrae: Ex-Cerberus Scientists will unfold as if Jacob has been captured by Cerberus in ME3V, i.e. Jacob will not be present.

Another small tweak to this mission will be a change of clothes for the scientists. If you're running from Cerberus, you're certainly not going to wear their colors. So in ME3V, instead of the Cerberus garb, all the scientists will be dressed in typical Mass Effect civilian clothing.

And one more thing: I think it only happens with Garrus, but when Jacob turns to say, "Hey you," to Garrus, Garrus is suddenly invisible. Listen, Garrus is a great soldier, but a disappearing act, while pretty damn cool, just isn't in his repertoire. Probably want to fix that...just saying.

Citadel: Cerberus Ciphers

To improve the players chances of locating the Cerberus Ciphers during N7: Communication Hub, ME3V moves their location from the terminal on the far right of the second mission objective, to a laptop on the ground in front of the second objective.

Citadel: Krogan Dying Message

Charr's final message can be found in the caves of Tuchanka during ME3V's Tuchanka: Krogan Team. Bringing the message to Ereba on the Citadel plays the same.

Citadel: Reaper Code Fragments

Again, the Reaper Code Fragment can still be obtained in the Geth Consensus during Rannoch: Geth Fighter Squadrons, even though ME3V redesigns the Consensus.

Citadel: Medi-Gel Sabotage

If Conrad Verner is not part of this mission, the clinic doctor will be moved to the front of the first disabled Medi-gel dispenser. This will help ensure that the player does not miss this mission entirely.

Rannoch: Admiral Koris

If you decide to rescue the Admiral of the Qwib-Qwib, ME3V has some surprises for you, most notably the return of Kal'Reegar. Reegar, an instant fan favorite from ME2, get short shrift in ME3, so ME3V uses Rannoch: Admiral Koris to bring him back, and give him a proper send off.

Another major addition is the return of geth recon drones. You remember those pesky buggers that cut down Corporal Jenkins. Bastards! Recon drones will also accompany patrolling geth as they scour the planet for quarian survivors.

The next change is a personal preference. Let's just say I'm not a big fan of shooting down projectiles being launched at you before your ship runs out of health...lame!

Rannoch: Admiral Koris: Return of geth recon drones

Recon drones now accompany the patrols of geth searching for shipwrecked quarians on Rannoch, but unlike ME1 and ME2, ME3V recon drones will be equipped with bright searchlights, which they sweep side-to-side looking for shipwrecked quarians. [See concept art 22.](#)

And these spotlights aren't just for ambient effect. When engaging the geth patrols, recon drones will flash their bright lights in Shepard's, i.e. the player's, eyes. Annoying, huh? Well, uh, it's supposed to be!

However, just like ME1 and ME2, geth recon drones are hardly juggernauts; weak shields and low health leave them highly vulnerable to overload, shield drain, and disrupter ammo.

Rannoch: Admiral Koris: Kal'Reegar gets a hero's death

Instant fan favorite, Kal'Reegar, is nowhere to be found in ME3, save for an Alliance News Network story reporting that Reegar and his squad were killed on Palavan protecting a communications tower...blah blah blah. ME3V gives the straight talking quarian marine (and perhaps Tali's crush) a hero's death.

If Reegar survived the events of Haestrom in ME2, he will replace Dorn'Hazt, the dying quarian on Rannoch. In ME3V, Reegar will also be critically wounded and dying; having tried his best to protect his comrades from patrolling geth, but not before scoring double-digit kills. Hoorah, soldier!

Cutting the Dorn'Hazt story was a tough call. If you completed Tali's loyalty mission in ME2, you know that Jona, Dorn's son, lost his mother when geth units reactivated and took control of Tali's father's science vessel. "Jona, if you get this, be strong for Daddy, Mommy loves you very much!" Ring any bells?

After weighing all this out, I decided that most people would rather know what happened to Reegar than the continuation of an anecdote you might have missed in the first place.

Rannoch: Admiral Koris: Finding Kal'Reegar

(Shepard is or is not in a romance with Tali or Shepard is female, Tali is a squadmate)

...

Kal'Reegar coughs and calls out to Shepard.



Kal'Reegar

(coughs)

Shepard! Shepard...over here."

Shepard interacts with Kal'Reegar.

Shepard and Tali kneel down.

Kal sits dying.

Tali

"Kal. No..."

Kal'Reegar

"Shepard."

(coughs)

"Fancy meeting you here."

Shepard

"Reegar! What happened?"

Kal'Reegar

(heavy breathing)

"Xen, that psychopath bitch, this is all her fault."

(coughs)

"I tried...I tried to warn them..."

Kal coughs violently.



Shepard can attempt to give Kal medi-gel.

Shepard

"Here, I have medi-gel."

Kal'Reegar:

"No. Save it. It's too late for me. I've lost too much blood."

(coughs)

"You'll need it more than me."

(Dialogue continued; no interrupt.)

Kal'Reegar

"...this war is suicide. Shepard, you have to convince the admirals to retreat..."

(winces)

"...or else we're all dead."

Shepard



What are you doing here?

Where's the Admiral?

Conversation option: “What are you doing here?”

Shepard

“How’d you get here, Reegar?”

Kal’Reegar

“I transferred to Admiral Koris’s ship. I thought I could help prepare the civilian ships for the fight...”

(coughs)

“...guess I was wrong, huh?”

Shepard

“Where are the surviving civilians?”

Kal’Reegar

“I don’t know. I stayed here to cover their escape, but, there were too geth.”

(coughs)

“Took a few to the chest. Heh! But not before I killed *ten* of those tin bastards.”

Shepard

“You did good, Reegar.”

Kal coughs violently.

Tali

“No, Kal. Stay with us.”

Kal’Reegar

(coughs)

“Not going to happen...sorry, mam.”

Kal gasps for air.

Tali

(pleading)

“Kal, please...”

Tali touches Kal’s arm.

Tali (cont’d)

(voices cracks)

“...call me Tali.”

Kal’Reegar

“Goodbye...Tali.”

(death rattle)

“Take care of her, Shepard.”

Kal dies.

Tali

“Rest well, Kal’Reegar vas Rannoch.”

Shepard and Tali stand up.

Shepard

“Let’s get to that tower.”

Tali

(menacingly)

“Right.”

Conversation option: “Where’s the Admiral?”

Shepard

“Reegar, focus! Do you know where the admiral is?”

Kal’Reegar

“No. Destroy the jamming tower and then you can radio him.”

(wheezes)

“You got to hurry, Shepard. Too many civilians have already died.”

Kal coughs violently.

...

Rannoch: Admiral Koris: Talking to Kal’Reegar (Tali is not a squadmate)

Note: If Tali is not a squadmate, the conversation proceeds without her dialogue; only the closing lines are different.

...

Kal coughs violently.

Kal’Reegar

(gasps for air)

“Shepard, *get* to the jamming tower.”

(coughs)

“I saved your ass on Haestrom. Heh-ha-ha. Kill those bastards – you owe me.”

Shepard

“Ten-four, Reegar.”

Kal’Reegar

“Keelah se'lai, Shepard.”

Kal dies.

Shepard hangs his/her head.

He/she stand up.

Shepard

“Let’s get to that tower.”

Rannoch: Admiral Koris: No more shooting down missiles

Whether Shepard opts to save Admiral Koris or to protect the fleeing civilians, ME3V scraps the goofy, and totally played out, aspect of firing the mounted gun from shuttle to shoot down incoming missiles fired up at you. I think it’s corny and reminds me of a lame flight simulator game from the ‘80s.

So in ME3V, the entire shuttle ride proceeds exactly as scripted in the original game, but this time the geth rocket troopers don’t bother firing up at Shepard (but Shepard can still shoot down at the geth). This eliminates the need for the shuttle’s health bar. Similarly, on Thessia, during Priority: Thessia, the health bar for the asari barrier is eliminated. The mounted guns are better utilized for dramatic effect; not a mini-game inside a game.

To make a long story short, Shepard still uses the mounted gun to kill bad guys, but now he/she doesn’t have to worry about any dumb ass health bar – just spray and pray, baby!

Rannoch: Admiral Koris: Tali talks about Kal

At some point after completing Rannoch: Admiral Koris, Tali will remark on Kal's death.

Shepard initiates conversation.

Tali

(sincerely)

"Poor, Kal. He deserved *better* than that...damn this war."

(sighs)

"Keelah se'lai, Kal'Reegar, may the ancestors guide your final voyage..."

Citadel: Cerberus Retribution

Mass Effect 3: Vindication adds a new angle to Citadel: Cerberus Retribution. If Sidonis survived Garrus's loyalty mission in ME2, i.e. Garrus *didn't* put a bullet in his head, then Sidonis will take Captain Sommers's place. It doesn't change the structure of the mission very much.

But what it does do is draw some interesting parallels between Sidonis's past and the captured C-Sec officer's betrayal. I won't spoil it here; just keep on reading.

It was hard to resist *not* bringing Sidonis back. After all, if Shepard spares him from Garrus's wrath, Sidonis does promise to help Garrus...somehow. I couldn't let that carrot dangle out there forever. So, just like the original the mission, Shepard has a choice to make: either let the C-Sec traitor live, or die. But now, in ME3V's version of the mission, the paragon path yields the Sidonis war asset, on top of the original rewards.

Instigating the mission is exactly the same as the original game: Shepard interrupts the two civilian conspirators arguing about the hit, then goes to the C-Sec office. But if Shepard let Garrus kill Sidonis in ME2, then the entire mission proceeds as scripted in ME3; with Captain Sommers, same reward, and no new war assets. *I am particularly proud of this revision; hope you like it.*

Citadel: Cerberus Retribution: Meeting Sidonis in the C-Sec office

Sidonis sits on the couch.

Shepard initiates conversation.

Sidonis

(surprised)

"Commander Shepard?"

(under his breath)

"Fuck."

Shepard

"Sidonis?"

Sidonis stands up.

Sidonis

"Look, Commander. I don't want any trouble. I'll just go, okay?"

Sidonis starts to walk off.

Shepard stops him.

Shepard

"Hold on. What the hell is going on here, Sidonis?"

Sidonis slumps his shoulders.

Sidonis

“Damn it.”

(reluctant)

“There’s a prisoner here. C-Sec officer who helped Cerberus. C-Sec arrested him after the coup attempt. Now the shithead wants a plea deal, and he’s offering intel on Cerberus to get it.”

Shepard

“And? It’s a C-Sec matter. Why are you involved?”

Sidonis

(shouts)

“Because he’s a traitor!”

(angry)

“The bastard sold out his friends! He got people killed. Good people. People trying to protect us from criminals like Cerberus.”

(pauses)

“He doesn’t deserve mercy, Commander...he deserves to die.”

Shepard

You’re better than this.

Why is murder justified?

Let me do it legally.



Walk away.

Go ahead.

Conversation option: “Why is murder justified?”

Shepard

“There’s no guarantee he’ll get a better deal. C-Sec takes this sort of thing seriously.”

Sidonis

(dismissive)

“Bullshit. C-Sec is just as corrupt as the mercs on Omega. They’ll take the intel and look like heroes...then, they’ll let him walk.”

(menacing)

“I won’t let that happen, Commander. He needs to answer for his crimes.”

Conversation option: “You’re better than this?”

Shepard

“I should have let Garrus kill you...”

Sidonis

(shocked)

“What?”

Shepard

“You’re just like him, Sidonis.”

Shepard points at Sidonis.

Shepard (cont’d)

“You tipped off the mercs on Omega to save your own ass.”

Sidonis

“No. Wait. That was different, I had—.”

Shepard

“Stop it, Sidonis. You got people killed. Good people too. People trying to protect innocents on Omega.”

Shepard gets face to face with Sidonis.

Shepard (cont'd)

“I could have let Garrus shoot you, but I gave you another chance. Maybe he’s doing the same. Maybe that intel will help save lives.”

(sternly)

“Leave it alone.”

Sidonis

“But, I told Garrus I would make it up to him. I thought killing a Cerberus spy would help...”

Shepard

“No, we don’t need another murderer. We need soldiers. You were military, Sidonis, you’ve seen action. You could help.”

(pauses)

“Go talk to Commander Bailey. Tell him Commander Shepard wants you to help with combat training.”

Sidonis stands up straight.

He salutes Shepard.

Shepard salutes back.

Sidonis

“Thank you, Commander. I’ll do right this time.”

Shepard

“Good.”

Sidonis walks off.

Mission complete: Shepard receives 5 reputation points, 4 paragon points, 5,000 credits, and Sidonis war asset (10).

Conversation option: “Walk away.”

Shepard

“No, Sidonis. This is not the way.”

Sidonis gets in Shepard’s face.

Sidonis

“Bullshit! It’s the only way.”

Shepard doesn’t flinch.

Shepard

(sternly)

“You owe me, Sidonis. I saved your ass, remember? If it weren’t for me you’d have a bullet in your head.”

(pauses)

“Walk away, I won’t say it again.”

Shepard balls up his/her fists.

Sidonis takes notice.

Sidonis
"Ugh! Fine."

Shepard
"Good."

Sidonis walks off.

Mission complete: Shepard receives 3 reputation points, 2 paragon points, and 5,000 credits.

Conversation option: "Go ahead."

Shepard
"Good. Go kill him."

Shepard steps aside.

Sidonis
(surprised)
"Uh, what?"
(pauses)
"Yeah, okay. Thanks, Commander."

Shepard
"But one thing. This conversation never happened?"
(pauses - *omitted if Garrus is dead*)
"If not, Garrus gets an anonymous tip, understand?"

Sidonis
(surprised)
"Ten-four, Shepard."

Shepard
"Now get lost."

Sidonis walks off.

Mission complete: Shepard receives 3 reputation points, 2 renegade points, and 5,000 credits.

Conversation option: "Let me do it legally."

Shepard
"Ha! I knew I kept you alive for a reason, Sidonis."

Sidonis
(unsure)
"So I can go ahead with it?"

Shepard
"No problems here, but hold on..."

Shepard walks over to the clerk.

Shepard (cont'd)
"Release the prisoner into this man's custody, now. Specter authority."

Clerk
"Yes, Commander."

Sidonis
"Thanks, Shepard. I'll make sure he suffers."

Shepard

“Good. Shoot him once for me.”

(pauses)

“But after he’s dead, report to Commander Bailey. Help him root out any other traitors that need to die.”

Sidonis

“You got it, Shepard. Thanks again.”

Sidonis walks off.

Mission complete: Shepard receives 5 reputation points, 4 renegade points, 5,000 credits, and Sidonis war asset (10).

Citadel: Batarian Codes

ME3V offers a new slant on Citadel: Batarian Codes. If Shepard assisted Gianna Parasini in exposing Bel Anoleis in ME1 and Shepard helped her shut down Hermia in ME2, she will take Jordan Noles’s place during Citadel: Batarian Codes. *You’ll have had to help Gianna both times (ME1 and ME2) for her to now be part of this mission.*

Was Gianna a *huge* character? No, but she was important enough to make a cameo in ME2, and that kiss she plants on Shepard offers enough intrigue to give her a spot in ME3V. Gianna is a talented investigator, so it’s not a big stretch that she might be working on the Citadel, right?

If Shepard never met, or didn’t help Gianna in ME1, or Shepard didn’t help Gianna in ME2, then Citadel Batarian codes proceeds as scripted in ME3 with no changes. But, if Shepard completes the mission with Gianna, then he/she gains the Gianna Parasini war asset, in addition to the original reward.

Citadel: Batarian Codes: Meeting Gianna on the Presidium

Shepard walks through the Presidium.

Gianna calls out to Shepard.

Gianna

(surprised)

“Shepard? Wow! Can I talk to you?”

(pauses)

“Shepard over here! It’s Gianna Parasini!”

Shepard initiates conversation.

Gianna

“Shepard, what are you doing here?”

Shepard

“Gianna, I could ask you the same question.”

Gianna

“Yeah. The Citadel is the last place I thought I’d be, especially with a war going on?”

Shepard

“So what *are* you doing here?”

Gianna

“Investigating E-Crimes for C-Sec.”

Shepard

“But I thought you worked on Noveria?”

Gianna

“I did. But my fiancé works for C-Sec. He’s a detective under Commander Bailey. He wanted me close and there was an opening, so...here I am.”

Shepard

“Fiancé?”

Gianna

“Yeah, I can hardly believe it myself, but we met about a year ago and with the Galaxy going to shit, I figured... (shrugs her shoulders)
“...why the hell not.”

Shepard

“Well, congratulations.”

(pauses)

“Something I can help you with?”

Gianna

“Yes, actually.”

Gianna lights up her omni-tool.

Gianna (cont’d)

“We’ve got a saboteur, Shepard. And they’re hacking into key systems: power, communications, even docking procedures. I could use you on this one. Check out my omni-tool.”

Gianna shows Shepard her omni-tool.

Shepard takes a look.

Shepard

“Got it. Looks like a collection of access codes.”

Gianna

“They’re batarian diplomatic codes. *Apparently*, they used to have an embassy here on the Citadel...hard to believe.”

(pauses)

“If you can use your Specter access to find the codes, we can shut them down together.”

Shepard

“No problem. I can access restricted intel at the Specter office in the Embassy. If I find anything, I’ll let you know.”

Gianna

“Thanks Shepard...feels good to be working together again.”

Citadel: Batarian Codes: Specter office

Shepard enables the batarian access codes.

Shepard

“Okay, Gianna, I’ve enabled tracking.”

Gianna

“Great. Let’s go hunting.”

Citadel: Batarian Codes: Huerta Memorial Hospital

Shepard accesses the first console.

Shepard

“Gianna, I found one of the code locations.”

Gianna

“Got it. I’ll shut it down. Just need to authorize your Spectre status.”

(pauses)

“Damn it. Someone used this to cut off power to a dozen life support machines in the hospital.”

(pauses)

“Okay, I killed that access code. See if you can find another.”

Citadel: Batarian Codes: Normandy Dock: Bay D24

Shepard accesses the second console.

Shepard

“Found one, Gianna.”

Gianna

“Whoa! This one’s big: remote navigation codes. Looks like last week’s crash at the docks wasn’t exactly an accident...bastards.”

(pauses)

“Shepard, that ship had 117 Alliance soldiers aboard. Human soldiers. Just like the patients at the hospital.”

Shepard

“So we’ve got Batarian codes, and someone with a grudge against humans. Looks like terrorism to me...”

Gianna

“Turning the code offline now. Alright, just one more location to go.”

Citadel: Batarian Codes: Docks: Holding Area

Shepard accesses the third console.

Shepard

“Gianna, this where the last access code was used.”

Gianna

“Shepard, do you read me? I’m losing your signal.”

Balak sticks his gun in Shepard’s back.

Note: Interaction with Balak provides as scripted in ME3.

...

Gianna approaches.

Gianna

“Shepard, you okay? What happened?”

Shepard

“Fine. You won’t have anymore trouble with these codes.”

Note: No matter how Shepard resolves the confrontation – either sparing or killing Balak, the following dialogue will occur.

...

Gianna

"You got it, Shepard."

(pauses)

"And Shepard, thanks for all your help. Taking down Anoleis on Noveria and..."



Shepard can kiss Gianna on the cheek.

Shepard

"Now we're even."

Gianna

(chuckles)

"That we are."

Shepard

(cavilerly)

"Just don't go telling your fiancé. I got enough trouble in the Galaxy."

Gianna

"No worries."

(pauses)

"Thanks again. Be safe out there, Shepard."

Shepard

"You too."

Gianna walks off.

...

Note: Shepard gains 2 renegade points.

Note: Shepard gains the same reward as ME3.

Shepard is awarded the Gianna Parasini war asset: 5 points.

(Dialogue continued; no interrupt.)

Gianna

"...Hermia on Illium. Not sure I could do it without you."

(pauses)

"Be safe out there, Shepard."

Shepard

"You too."

Shepard is awarded the Gianna Parasini war asset: 5 points.

Note: The rest of the reward is the same.

Priority: Horizon

In addition to Cerberus-Reaper Jacob possibly being part of Priority: Horizon, ME3V adds a couple necessary things to the mission. The first puts Garrus, Tali, and Javik in the War Room before hitting Horizon. Yes, I understand why they're not present in the original game: they could be dead, or Javik was never downloaded, but my nitpicking ways just won't allow me to accept that.

So in ME3V, when everyone gathers in the War Room and Traynor demonstrates her newfound prowess as an information specialist; Garrus, Tali, and Javik will also be in the mix. No, they don't say anything, but they should be there nonetheless...even if it's as simple as Zaeed nonchalantly leaning against the wall, while Shepard doles out orders before hitting the Collector Base in ME2. Did you catch that too?

Now, the next addition to Priority: Horizon is a bit more involved.

Priority: Horizon: Garrus, Tali, EDI acknowledge Miranda

Since Garrus, Tali, and EDI have a history with Miranda, ME3V gives them some new dialogue, weaved into the standoff with Miranda's father. The lines are hardly comparable to *Hamlet*, but they're enough to acknowledge their past relationship with Miranda. The dialogue is different depending on whether Miranda survives the showdown or dies, and whether or not Shepard brings Garrus and Tali or just one of them.

As for the rest of the team, they don't know Miranda, so their involvement in the mission proceeds exactly as scripted in the original game.

Note: The following proceeds as if Jacob wasn't on Sanctuary.

Miranda survives

...

Shepard

"Get ready."

Shepard and squadmates come through the door.

Guns drawn.

Miranda is on the floor.

Miranda

(pained)

"Shepard..."

Garrus

"She's wounded, Shepard. Stay in cover, Miranda."

Tali

"She's hurt, Shepard. Miranda, stay down..."

Henry Lawson grabs Oriana.

Henry Lawson

"Commander Shepard. Excellent timing."

Shepard

"Put the gun down."

Henry Lawson

"No. Oriana tried to shoot me. Miranda's poisonous influence, no doubt."

Shepard

"I'm sorry she missed."

...

Henry Lawson

"All right. Take her. But I want out alive. Deal?"

Miranda hurls Henry Lawson to his death.

Miranda

“No deal.”

Miranda comforts Oriana.

...

Miranda

“Things got really complicated when Reapers showed up, and Kai Leng.

Shepard

“You survived. Not many people could do that.”

Miranda

“When you mentioned he was involved, I took a few precautions. Probably saved my life.”

Garrus & Tali

Garrus

(sarcastic)

“No...*you* prepared for anything? You don't say?”

Tali

“Ha!”

Only Garrus

Garrus

“Shepard has a habit of doing that.”

Only Tali

Tali

(irked)

“And her hair is still perfect...”

...

Note: Conversation proceeds as scripted in ME3.

Miranda dies

...

Shepard

“Put the gun down.”

Henry Lawson

“No. Oriana tried to shoot me. Miranda's poisonous influence, no doubt.”

Shepard

“I'm sorry she missed.”

...

Henry Lawson

“All right. Take her. But I want out alive. Deal?”

Miranda hurls Henry Lawson to his death.

Miranda
“No deal.”

Miranda collapses.

Shepard and Oriana rush over.

Oriana
“Miranda. Miranda, I’m sorry.”
(pauses)
“Shhh. Listen to me...listen.”

Miranda
“I wanted you to have a normal life. Marriage, children. Things I could never have.”

Oriana
“I know...I just wanted my sister.”

...

Miranda dies.

Garrus & Tali

Garrus
“She fought to the end...”

Tali
“We knew she would.”

Only Garrus

Garrus
(hangs his head)
“Damn it...”

Only Tali

Tali
“She’s gone, Shepard.”

Shepard
“Let’s make sure everybody knows about this place.”

...

Note: Conversation proceeds as scripted in ME3.

Priority: Horizon: No Alliance shuttles

Now here’s a small adjustment to Priority: Horizon. Those crashed shuttles in the reception area are no longer Alliance. Why would they be? I realize the Kodiak gets recycled a lot in ME3, but dropping in Alliance shuttles here is just odd and makes no sense. Simple fix: they’re painted gray, and fly no faction’s colors.

Citadel: Krogan Dying Message

In addition to Charr’s corpse being included in the revised version of Attican Traverse: Krogan Team – if need be – Ereba, Charr’s newly-made widow, will *actually* leave the Presidium Commons after Shepard delivers the bad

news, and she'll no longer be present upon further visits to the Citadel. Currently, she hangs around, despite saying she needs to go. Liar, liar, pants on—sorry, too mean.

Priority: The Citadel II

No change to the mission itself. Instead, this tweak is centered on the aftermath of the failed Cerberus coup attempt. Basically, in the original game, the Presidium Commons smokes and smolders far too long. Citadel workers must belong to one hell of a union; the amount of destruction to the Citadel hangs around too long, especially the plumes of black smoke and the injured citizens.

In ME3V, when Shepard visits the Citadel again, after departing following the attack, all the smoke will no longer be wafting from the commons, and the jostled people will no longer be present. Yes, only a cosmetic change, but a necessary one. What, it takes weeks to put out a fire? It's the future!

Grissom Academy: Emergency Evacuation

Apparently, there is a rash of gigantism on Grissom Academy! When you revive Seanne, one of the stranded students, and she stands up, she is noticeably huge! Somebody should hold the shift key, click on one of her corners, and reduce her scale just a tiny bit. Remember, control-Z if you shrink her too much.

Priority: Thessia

The gripe I have with Priority: Thessia is the inclusion of the Prothean busts in the Temple of Athame. Throughout the entire Mass Effect series, the Protheans have been depicted as freaky long-fingered creatures with faces that appear to be melting, but now in ME3, somehow, the statues are spot-on! Yeah-no.

Even if you didn't download Javik, i.e. find out what a Prothean *really* looks like, those busts shouldn't resemble actual Protheans – again, how would anyone know? So for the sake of game continuity, the busts should be ditched altogether; just replace them with more artifact-looking things.

Kallini: Ardat-Yakshi Monastery

It's hard to say exactly what the process of converting an Ardat-Yakshi into a banshee actually looks like, but Rila, who is apparently going through such a process, looks no worse for wear, and this despite trying to choke the life out of her sister. So ME3V adds a little cosmetic change.

When Rila grabs Falere, her eyes will show signs of transformation/indoctrination. They'll be blackened and glassy. This won't affect how the encounter plays out, it only serves to heighten the drama...and ups the creepy factor.

Section 4

New Character Class: Savant

"I am a biotic god! I think things – and they happen! Fear me, lesser creatures, for I am biotics made flesh!"

- Biotic God

The character classes in the Mass Effect series are tried and true. Most of us set our character class – well, our main one – in Mass Effect 1 and stuck with it to the bitter end (I'm a Sentinel). In ME1, the actual differences between the character classes, aren't as profound as Mass Effect 2 and Mass Effect 3; no biotic charge, no cloak, no bullet-time, no tech-armor, and no singularity. Varying the character class abilities in ME2 made for a far better game and enhanced replay-ability. Mass Effect 3: Vindication leaves well enough alone.

But what ME3V does do is introduce an entirely new character class: the Savant. The origins of the Savant class are unorthodox, at least compared to the traditional five. A Savant gains their powers and abilities from unexpected side-effects of Shepard's cybernetic implants via Project Lazarus.

It doesn't matter what class Shepard was before, he/she has now undergone a transformation. Dr. Chakwas (or Dr. Michel) will discover Shepard's condition during their very first conversation aboard the Normandy.

A Savant's abilities draw from all three Mass Effect character class disciplines: biotic, technical, and combat. Savants are incredibly versatile and possess a devastating class-specific ability called Obliterate. [See concept art 23](#). Additionally, the Savant utilizes radioactive ammo (last seen in ME1) and plasma Grenades; a technologically advanced grenade that can be imbued with both tech and biotic power.



The Savant class might actually be best served as a new DLC – what do you think? Oh, and like the other character classes, players can choose to be a Savant when they upload a character or start a new game.

Savant: Character class description

Project Lazarus implants have completely rewritten the Savant's genetic code; improving intelligence, biotics, and combat prowess. Savants utilize a variety of powers in combat: pull, warp, disruptor ammo, radioactive ammo, plasma grenade, and can decimate any enemy with their new obliterate power.

Savant: Heavy melee attack

Shepard's Omni-Blade will split into two knife-like claws and is delivered with a devastating punch, shattering on impact. [See concept art 24](#).

Note: The Savant's Omni-Blade shatters during a grab attack too.

Savant: Powers & training

Disruptor Ammo

Note: Exactly the same as ME3.



Radioactive Ammo (unlocked at level 3)

Rank 1: Stamps ammo with radioactive material, inflicting damage over time.

- Weapon Damage Bonus: +10% weapon damage.

Rank 2: Poison: 5% weapon damage over 8 seconds.

Rank 3: Damage: Increase Weapon Damage Bonus: 15%.

Rank 4: Poison/Squad Bonus:

- Poison: 10% weapon damage over 10 seconds.
or
- Squad Bonus: Squadmates gain Radioactive Ammo bonus at 50% effectiveness.

Rank 5: Ammo Capacity/Headshots:

- Ammo Capacity: Increases ammo capacity by 30%.
or
- Headshots: Increases headshot damage by 25%.

Rank 6: Armor Damage/Meltdown:

- Armor Damage: Increases damage to armored targets by 50%.
or
- Meltdown: When a target is killed with Radioactive Ammo it explodes dealing 30% weapon damage over a blast radius of 4m at 400N of force.

Plasma Grenade (unlocked at level 6)

Rank 1: Plasma Grenade: A blast of raw energy causing damage to all nearby enemies.

- Damage: 400
- Force: 2000N
- Radius: 8m

Rank 2: Radius: Increase impact radius by 25% (10m).

Rank 3: Damage: Increase by 25% (500).

Rank 4: Force/Tech Damage.

- Force: Increase force by 50% (3000).
or
- Tech Damage: Stuns all weaker enemies within blast radius for 5 seconds. Facilitates tech bursts.

Rank 5: Max Grenades/Biotic Damage

- Max Grenades: Increase grenade capacity by 2.

or

- Biotic Damage: Adds 10% biotic damage over 5 seconds. Facilitates biotic detonations.

Rank 6: Flash Bang/Double Blast:

- Flash Bang: Blinds all targets within blast radius for 5 seconds and knocks down weaker enemies

or

- Double Blast: After 3 seconds, plasma grenade explodes a second time at -80% radius, -80% force, and -80% damage

Obliterate

Rank 1: Project a steady beam of energy that decimates any enemies in its path, even those behind cover. The beam fires from Shepard's hand. When the beam is active, the entire screen goes grayscale, except for the beam itself, and all enemies, even those behind cover, glow red. If cover is taken while the beam is active, it immediately disengages and must be recharge before used again. Beam can be stopped prematurely for faster recharge time.

Note: Obliterate beam is similar to the Particle Rifle firing; glows green and appears to be a mix of fire, biotic energy, and electrical currents.

- Base damage: 1000
- Recharge speed: 12 sec
- Duration: 2 sec
- Penetration: 1.50mm

Rank 2: Recharge Speed: Increase recharge speed by 20% (9.6 sec).

Rank 3: Duration: Increase beam duration by 50% (3 sec).

Rank 4: Shield Boost/Shield Disruption:

- Shield Boost: Increase shield strength by 150% while beam is active.

or

- Shield Disruption: +100% damage to shields.

Rank 5: Penetration/Barrier Destruction:

- Penetration: Increase penetration by 100% (3mm).

or

- Barrier Destruction: +100% damage to barriers.

Rank 6: Duration/Armor Piercing

- Duration: Increase beam duration by 50% (4.5 sec).

or

- Armor Piercing: +100% damage to armor.

Pull

Note: Exactly the same as ME3.

Warp (unlocked at level 6)

Note: Exactly the same as ME3.

Adaptive Intelligence

Rank 1: Adaptive Intelligence:

- Reputation Bonus: 4%
- Weapon Damage Bonus: 8%
- Power Damage Bonus: 8%

Rank 2: Influence and Capacity:

- Reputation Bonus: 6%
- Weight Capacity Bonus: 25

Rank 3: Influence and Damage:

- Reputation Bonus: 8%
- Power Damage Bonus: 10%

Rank 4: Recharge and Force:

- Recharge: Increase power recharge speed by 8% and increase Obliterate recharge speed by 4%

or

- Force: Increase power force by 8% and increase force of all weapons by 8%

Rank 5: Squad Bonus and Damage

- Squad Bonus: Increase power damage and power recharge speed of squadmates by 20%

or

- Damage: Weapon Damage Bonus: 10%

Rank 6: Tactician and Genius

- Tactician: Increase shield strength by 20% and increase force of all weapons by 10%

or

- Genius: Increase power damage and power recharge speed by 20%

Fitness (unlocked at level 3)

Rank 1: Fitness: Improve health, shield strength, and melee damage.

- Health & Shield Bonus: +15%
- Melee Damage Bonus: +15%

Rank 2: Durability: Increase health and shield bonuses by 10%.

- Health & Shield Bonus: +25%

Rank 3: Melee Damage: Increase melee damage by 20%.

- Melee Damage Bonus: +25%

Rank 4: Melee Damage/Durability:

- Melee Damage: Increase melee damage bonus by 30%. Melee damage bonus: +65%
- or**
- Durability: Increase health bonus and barrier bonus by 20%. Health & shield bonus: +40%

Rank 5: Squad Bonus/Shield Recharge:

- Squad Bonus: Increase squadmate power and weapon damage by 30%.
- or**
- Shield Recharge: Decrease shield recharge delay by 15%.

Rank 6: Melee Power/Fitness Expert:

- Melee Power: Increase melee damage bonus by 85%. Increase melee force bonus by 100% for 10 seconds after an enemy is killed by a heavy melee
- or**
- Fitness Expert: Increase health and shield bonuses by 25%. Health and Shield Bonus: +65% (Durability) and +45% (Melee Damage)

Savant: Shepard's check up

After welcoming Dr. Chakwas back on board the Normandy or welcoming Dr. Michel on board the Normandy, Shepard is given a quick health check up in the Med Bay. If Shepard is a Savant, the dialogue is slightly different than if Shepard is one of the traditional character classes.

Savant: Dialogue with Dr. Chakwas

...

Dr. Chakwas

"Thank you. Let's waste no time. If I may, I'd like to examine you."

Shepard

Why?



Better safe than sorry.

Is that really necessary?

Note: Underlined conversation options remain as scripted in ME3.

Conversation option: "Why?"

Shepard

(uneasy)

"I have been feeling a little strange lately...different."

Dr. Chakwas

(direct)

“I’ve noticed.”

(pauses)

“That’s why we should keep an eye on all those cybernetic implants Cerberus grafted into you.”

Shepard

“They didn’t come cheap, that’s for sure.”

Dr. Chakwas

“And worth every penny. Let’s just make sure everything is okay.”

Dr. Chakwas’s omni-tool lights up.

Dr. Chakwas

“I’m just going to run some diagnostics on your implants and it’ll take a few readings.”

Dr. Chakwas scans Shepard.

Dr. Chakwas (cont’d)

“That’s unexpected?”

Shepard

“What?”

Dr. Chakwas

“Your body has adapted well to the implants, extremely well. They’re emitting higher than expected energy levels.”

Shepard

“Isn’t that a good thing?”

Dr. Chakwas

(pensive)

“Hmm. It could be.”

(pauses)

“You said you feel different – how?”

Shepard

“To be honest, doctor. I feel stronger, more focused, even a littler faster.”

Dr. Chakwas

“Then the Reapers are in trouble. Just keep me informed if anything changes.”

(pauses)

“That’s it. You’re the picture of health.”

Savant: Conversation with Dr. Michel

...

Shepard

“I died. Cerberus spent a fortune bringing me back.”

Dr. Michel

“I know. I just want to make sure everything checks out.”

Shepard

Why?



Better safe than sorry.

Is that really necessary?

Note: Underlined conversation options remain as scripted in ME3.

Conversation option: “Why?”

Shepard

“I have been feeling a little strange lately...different.”

Dr. Michel

“I see. Let’s have a look then. It’ll take no time.”

Dr. Michel scans Shepard.

Dr. Michel (cont’d)

“I just need to run some implant diagnostics and take readings of your immune system.”

(shocked)

“Wow!”

Shepard

“What is it?”

Dr. Michel

“Your implants, Commander! I have never seen...no medical study has...”

(takes a breath)

“Normally the body at least partly rejects cybernetic implants, but your body has adapted to them extremely well. They are emitting very high energy levels.”

Shepard

“Isn’t that a good thing?”

Dr. Michel

“To be honest, I’m not sure. You said you feel different – how?”

Shepard

“Better than I ever have.

(pauses)

“Stronger, faster, more focused, maybe.

Dr. Michel

“Interesting. Then we’ll both have to wait and see happens.”

(pauses)

“Okay Commander, you are fit for duty.”

Savant: Cosmetic change...literally

In addition to having new powers, the Savant class also changes Shepard’s outward appearance, especially if he/she is a renegade. Shepard’s normal eye color becomes a luminescent green.

Also, renegade Shepard's facial scarring switches from various glowing shades of orange to a similar spectrum of green. Shepard's physiology has been altered, these changes highlight that.

Note: Default fem-Shepard's eyes are normally green, but also change to this spooky color variation.

Savant: Liara writes Shepard's entry

Playing as the Savant class also slightly changes the dialogue with Liara when she visits Shepard's cabin to show him/her the time capsule she has been working on. The one that stores a historical record of their cycle.

Savant: Conversation with Liara

Liara shows Shepard her time capsule.

...

Shepard

"So it's an information guide like Vigil on Ilos?"

Liara

"Yes. I've been preparing it for sometime."

Glyph pops up from the time capsule.

Glyph

"And it will be a privilege to guide the future discoverers of these records."

Glyph turns to Shepard.

Glyph (cont'd)s

"Have you decided what you would like Dr. T'soni to write in your entry, Commander?"

Shepard



I'd like her to decide.

Just be honest.

Make me inspiring.

Note: Underlined conversation options remain as scripted in ME3.

Conversation option: "I'd like her to decide."

Shepard

"You know me well enough to fill in the blanks, Liara."

Liara

"Are you sure?"

Shepard

"Yeah, I'd like it to be your call."

Liara

"...Shepard was an anomaly, a multi-skilled fighter able to dispatch enemies in any number of ways..."

...

Note: Only Liara's dialogue relevant to Shepard's character class changes.

Savants: Multiplayer

In ME3V, the Savant itself joins the multiplayer party, giving players the option to play as a male or a female human, Asari, Salarian, Drell, Volus, and Turian female (based on fem-Victus). As with the single-player Savant, multiplayer Savants utilize tech, biotic, and combat-based powers.

Note: The N7 version of the Savant, the N7 Vindicator, is unveiled in Section 7: Multiplayer.

Human male/female: Obliterate, Plasma Grenade, Warp

Asari: Shockwave, Sticky Grenade, Incinerate

Turian female: Annihilation Field, Inferno Grenade, Cyro Blast

Drell: Throw, Arc Grenade, Marksman

Volus: Biotic orbs, Frag Grenade, Defense Drone

Salarian: Carnage, Cluster grenade, Defense Matrix

Note: All the alien Savants retain their race specific attributes: melee attacks, heavy melee attacks, toughness, evasiveness, etc.

Section 5

Confidential Intel

“We’re headed for war with the Reapers. If we lose, it’s the end of all life as we know it. And no other species in the Galaxy truly understands what it will take to survive. The other races have to follow our lead. We need to take control. It’s time for humanity to rise up and seize its destiny!”

- Donnel Udina

An extra special bonus Mass Effect 3: Vindication makes available to returning Mass Effect players is Confidential Intel. Confidential Intel grants bonuses to attributes and other things not currently upgradeable in Mass Effect 3. There are six upgrades in total: weapon-switch speed, reload speed, melee force, movement speed, heavy melee speed, and finally a discount for the Normandy’s procurement interface.

Confidential Intel is tied in heavily to Shepard’s actions and morality in previous Mass Effect games (at least Mass Effect 2); e.g. Adrenaline Amplifiers are only obtainable if Shepard spared Maelon in ME2...a paragon action. Most Confidential Intel will be awarded after completing a new ME3V side mission, but some is received via email at specific points in the game.

Confidential Intel bonuses are awarded in three amounts: 10%, 15%, or 20%. Unlike traditional intel found in ME3, Shepard will not have the option of researching two different upgrades, as each piece of Confidential Intel delivers a bonus to one specific attribute only.

Note: Three pieces of Confidential Intel are available to players who only played ME; but the other three require an uploaded game that includes a Mass Effect 1 play-through.

10% Bonuses

Confidential Intel: Corporate Pin Numbers

Requirements: Shepard uploaded the shipping data to Mr. Thax in ME2. Shepard gives Seryna the C-Sec agent’s personnel file during *Citadel: Thax Always Wins*. (New ME3V side mission.)

Reward: 10% discount at the Normandy’s procurement interface in the armory.

Note: This, in effect, eliminates the 10% mark up penalty.

Confidential Intel: Advanced Bone Weave

Requirements: Shepard spared Rana Thanoptis’s life in ME1. Shepard stops Rana from killing herself during *Citadel: Call for Help*. (New ME3V side mission.)

Reward: +10% melee force.

15% Bonuses

Confidential Intel: Volus Exo-Suit Capacitors

Requirements: Shepard met Morlan and Expat in ME1. Shepard turns over the Blood Pack weapons cache to Expat during *Logan: Morlan's Gambit*. (New ME3V side mission.)

Reward: +15% weapon switch speed.

Confidential Intel: Geth Kinetic Stimulators

Requirements: Shepard met Dr. Warren on Eden Prime in ME1. Shepard did not punch Dr. Warren's assistant, Manuel, in ME1. Shepard completes *Ammut: Geth Hard Drives*. (New ME3V side mission.)

Reward: +15% movement speed.

20% Bonuses

Confidential Intel: Synthetic Reflex Servos

Requirements: Shepard sold Legion to Cerberus in ME2. Shepard interacts with the computer terminal near Legion's dismantled body on Cronos Station during *Priority: Cerberus Headquarters*. (ME3V addition.)

Reward: +20% weapon reload speed.

Confidential Intel: Adrenaline Amplifiers

Requirements: Shepard spared Maelon in ME2. Shepard completes *Priority: Tuchanka: Cure the Genophage*. Shepard opens Maelon's email.

Reward: +20% heavy melee speed.

Note: In ME3V, Shepard will always receive Maelon's email, even if the genophage cure was faked. Maelon would have no way of knowing the cure isn't real.

Section 6

New Enemies

“I am the vision of the future, Shepard. The evolution of all organic life. This is our destiny. Join Sovereign and experience a true rebirth.”

-Saren Arterius

Mass Effect 3: Vindication introduces four new enemies to the Mass Effect 3 universe. Yes, it's a bit sadistic to throw even *more* bad guys at Shepard, but it's the end of days...no one said it would be easy!

However, this is not an open invitation to new baddies. Instead, the appearance of these enemies is contingent on choices Shepard made in the previous two games. Essentially, each new enemy represents the effect, or consequence, of a specific choice made in Mass Effect 1 and Mass Effect 2. I focused on major decisions that were glossed over in ME3, most notably killing the last Rachni Queen and giving the Collector Base to the Illusive Man.

Adding (or not adding) an enemy does not change the game enough that the entire plot will need to be rewritten just for you because you chose to kill the Rachni Queen, for example. So, even with the inclusion of a new enemy, your overall game experience will still be different than your buddy's, who may have chosen to save the Rachni Queen, without disrupting the main story arc of ME3.

Also, depending on how you've played your cards, you may never even encounter any of these new bad guys...that's different too, right? In short, if you've "earned" a new enemy, your game will be different and your previous choice will be acknowledged, not swept under the rug...which happens too often in the original game.

- **Geth Sentinels:** Incredibly agile, deploy Overload and Geth Barriers, and can instantly kill Shepard in close combat. Shepard rewrote the heretics in ME2.
- **Cerberus Arbiters:** Cerberus engineered biotics armed with the new Cerberus Particle Pistol. Shepard gave the Illusive Man the Collector Base in ME2.
- **Reaper Destroyers:** Elcor warriors twisted into heavy artillery units that smash the ground if Shepard gets too close. Shepard killed the last Rachni Queen in ME1.
- **Reaper Seekers:** Hapless pod crabs transformed into suicide bombers capable of dealing a massive amount damage. Shepard failed to help Kirrahe's team on Virmire in ME1.

Note: I won't lie. I created the Reaper Seekers to give the Reapers a totally new enemy. Having or not having Kirrahe already plays a big role in ME3. Please excuse my vanity here.

Note: As for new enemies appearing in downloadable content, such as Omega, Leviathan and Citadel, they will now appear in accordance with the player's game. Prestro!

Note: New enemies will also appear in the mix during multiplayer; not sure there is any good way to avoid this, but, multiplayer is a world onto itself anyway.

Geth Sentinels

While aboard the Heretic Station in ME2, Shepard was given a choice: either destroy the geth loyal to the Reapers, or rewrite them to accept Legion's truth. Obviously the hope is that they will become good guys like Legion, but in ME3, the geth – *all geth* – get desperate and realign themselves with the Reapers. So much for saving the Heretics! It makes no difference in ME3. Humph...

So, if Shepard chose the merciful thing and rewrote the Heretics in ME2, ME3V unleashes the Geth Sentinel: a cunning geth unit born from the collective knowledge stored within the rewritten Heretics. **See concept art 25.**

Geth Sentinel specs:

Armaments: Geth Plasma SMG

Abilities: Overload, Geth Barrier

Health: Low

Shields: High

Unlike shock troopers, Sentinels rely on cover and clever tactics during combat. Sentinels have a sleek build, allowing them to quickly dart in and out of cover. Sentinels are very difficult to target.

While behind cover, Sentinels target Shepard's shields with Overload. Overload can disable Shepard's shields or barriers, forcing him/her to seek cover. Sentinels can also lay down suppressing fire with their Geth Plasma SMG, allowing stronger geth units to close-in on Shepard. Geth Pyros and Hunters often accompany Sentinels into battle.



Geth Sentinels have relatively low health and rely heavily on shields for protection, making them vulnerable to both overload and energy drain. However, when in danger of dying or unable to reach cover, Sentinels deploy Geth Barriers; the hexagonal energy shields geth units utilized in ME1. These shields absorb all incoming fire until destroyed.

Adding the Sentinel, gives the geth something they lack in the original game: a unit capable of killing Shepard outright. When engaged in close quarters combat, a Sentinel can quickly sidestep Shepard and slash his/her back with a Geth Barrier, killing him/her instantly.

Sentinel units are designed to frustrate the player, creating panic on the battlefield much the same way Cerberus Phantoms do; when a Sentinel enters the field, the combat dynamic changes. It must be killed quickly.

Note: Shepard will first encounter Geth Sentinels during Priority: Geth Dreadnaught.

Note: At some point while aboard the geth dreadnaught, Shepard can find the Geth Plasma SMG. Alternatively, it can be purchased from Kassa Fabrications if missed.

Geth Sentinels: War asset

The appearance of Geth Sentinels – i.e. gaining the intelligence of the rewritten heretics – isn't all bad. If Shepard chooses the geth over the quarians, or achieves peace between the both of them, the technology used to develop the Sentinel boosts the geth fleet war asset by 50.

Geth Sentinel: Squadmate reactions

Squadmates will react when first encountering Geth Sentinels.

Garrus

"Damn. Exactly what the Galaxy needs...another new Geth."

James

"Whoa! Those things are fast."

Liara

“Careful, Shepard, Sentinel units can display your shields.”

Javik

“More machines.”

(sinisterly)

“Good. I will enjoy killing them.”

Kaiden

“Wait. That’s a new one, right?”

(pauses)

“Sorry, I’m a little out of practice killing geth.”

Ashley

“Aww, don’t hide. Let me see your pretty flashlight head.”

Tali

“Shepard. That is a Sentinel unit. Watch your shields.”

EDI

“Scanning...”

(pauses)

“Shepard, these units house a significantly higher number of geth programs than geth shock troops.”

Geth Sentinel: Codex entry

Recent additions to the geth forces, Geth Sentinels differ from traditional geth shock troopers; sleeker frames allow Sentinels to move more quickly through the battlefield, frequently taking cover, and using tech attacks to disable opponent’s shields and barriers. Quarian soldiers report that when exposed, Sentinels will deploy energy shields that are resistant to small arms fire.

Cerberus Arbiters

In ME2, choosing to either destroy or save the Collector base was a major decision – or so it *seemed* like a major decision at the time! – but in ME3, it doesn’t make a whole lot of difference. Either way, the remains of the Human Reaper are strung up in Cronos Station. The only difference being EDI’s dialogue; something about the heart as a power source or the head being used for “higher cognitive functions”...blah, blah, blah...whatever that means.

ME3V delivers an actual consequence to trusting the Illusive Man. It comes in the form of the Cerberus Arbiter. **See concept art 26.**

Cerberus Arbiter specs:

Armaments: Cerberus Particle Pistol

Abilities: Warp, Biotic Sphere

Health: Moderate

Barriers: Very High

Arbiters are not frontline troops, and will not charge at Shepard. Instead, Arbiters seek cover and deploy Biotic Sphere (the exact same power as Asari Justicar in multiplayer). Weaker enemies, like Troopers and Nemesis, will move close to the Arbiter, hunker down and fire at Shepard from fortified positions. As in multiplayer, the Biotic Sphere is not impenetrable, and will dissipate overtime, or when the Arbiter itself is killed.



But Arbiters are much more than protectors. Arbiters are more than capable of dealing tremendous damage. Arbiters will hurl Warp at Shepard, which will damage and stagger Shepard exactly as it does in ME2 (e.g. fighting the Eclipse Sisters on Illium). The Arbiter’s main armament is the Cerberus Particle Pistol; a hybrid gun, a cross between the Collector Particle Beam in ME2 and existing Cerberus technology.

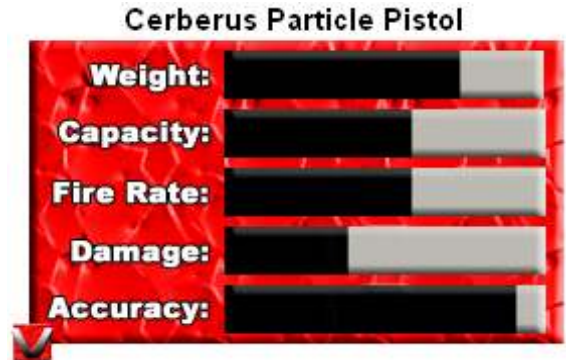
The Cerberus Particle Pistol differs significantly from the Collector Particle Beam in ME2. Unlike the Particle Beam, it must be reloaded...fairly often. Its starting clip size is only 20, and its rate of fire is reasonably high. The Particle Pistol is designed to inflict heavy damage quickly.

Arbiters are protected by strong barriers and possess a moderate amount of health. Powers like Concussive Shot, Warp, and Overload are an efficient way to bring down the Arbiter's barriers, leaving it vulnerable to all attacks. If an Arbiter is allowed to deploy Biotic Sphere, they can be quite difficult to dislodge from cover and kill. It's best to target them immediately.

Note: To further illustrate Cerberus meddling with Collector technology, the Arbiter's Warp and Biotic Sphere differ in coloration from traditional biotics, appearing in various shades of orange and yellow, as opposed to the normal blues and purples. In ME2, Collector troopers deploy personal shields with a similar orange coloration.

Note: Shepard will first encounter Cerberus Arbiters during Priority: Sur'kesh.

Note: At some point while on Sur'kesh, Shepard can find the Cerberus Particle Pistol. Alternatively, it can be purchased from Kassa Fabrications if missed.



Cerberus Arbiter: Squadmate reactions

Squadmates will react when first encountering the Cerberus Arbiter.

Note: Only Garrus, James, EDI, Javik, and Liara will react, as no other squadmates are yet available.

Garrus

"That looks like Collector tech."

(pauses)

"I don't suppose we can get a do-over."

James

(shocked)

"Commander, they're not normal, right? I've never seen magic like that before?"

EDI

"Shepard, I detect Collector technology. Their biotic capabilities have been enhanced."

Javik

"This Cerberus is cunning...bending Reaper technology to their will."

(sinisterly)

"Impressive."

Liara

"Those biotics are unnatural, Shepard."

(outraged)

"What has Cerberus done to them?"

Cerberus Arbiter: Codex entry

Very little is known about Cerberus Arbiters. Speculation suggests that Cerberus scientists may have reverse engineered technology found in the Collector base beyond the Omega-4 relay. Cerberus Arbiters appear to have advanced biotic abilities: capable of protecting allies during combat.

Reaper Seekers

If you failed to help Kirrahe's team on Vormire in ME1, then shame on you! Captain "hold the line" Kirrahe is one of the most memorable characters in the entire Mass Effect series, so, if you let him die on Vormire, prepare to be punished!

Straight from Vormire – Kirrahe's final resting place – comes another "seemingly benign" Reaper ally: pod crabs. No, not the hapless beachcombers in ME1. These pod crabs have been harvested and transformed into Reaper Seekers: kamikazes rigged to explode. **See concept art 27.**

Reaper Seekers are programmed to charge Shepard, and detonate the volatile compounds coursing through their bodies. I liken the role of Reaper Seekers in ME3V to Tickers in *Gears of War*. Seekers are basically "living grenades" designed to dislodge Shepard from cover.

Reaper Seeker specs:

Armaments: Explosive Warts

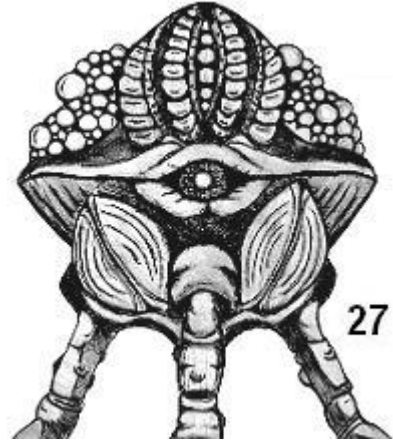
Abilities: Suicide Bomb (5m radius)

Health: Low

Reaper Seekers attack in groups of twos or threes. However, even one Seeker is deadly enough to bring down Shepard's shields; getting hit by two or more will likely render Shepard and squadmates unconscious.

Pick off Seekers at a distance, as the resulting explosion can either kill or inflict heavy damage to other enemies within range. This can be particularly helpful when simultaneously engaging armored opponents, like Brutes.

Note: Shepard will first encounter Reaper Seekers during Priority: Palaven.



Reaper Seekers: Squadmate reactions

Squadmates will react when first encountering Reaper Seekers.

Note: Only Garrus, James, and Liara will react, as no other squadmates are yet available.

Garrus

"Giant spiders!"

(shudders)

"Why'd it have to be giant spiders?"

James

"Fast little bastards. Gotta kill them quick, Commander."

Liara

"Vasculum cancris...pod crabs."

(sighs)

"The Reapers must have reached Vormire."

Reaper Seekers: Codex entry

Previously a benign species of crustacean native to the planet Vormire, pod crabs were harvested by invading Reaper forces and bio-engineered into Reaper Seekers; a fast moving suicide bomber implanted with explosive nodes. Seekers are among the two non-sentient organisms to be engineered by the Reapers, the first being the Keepers.

Reaper Destroyers

If Shepard killed the last Rachni Queen in ME1, Reaper Destroyers will replace Ravagers in ME3V. If the Rachni are dead, they *stay* dead. No amount of Reaper forensic engineering will bring them back from the void. Whitewashing the Rachni decision is one of the biggest flaws (and missed opportunities) in ME3.

So, perhaps the simplest way to address the incongruity of the Rachni's fate in ME3 would have been to delete the Ravagers altogether, and omit the side mission Attican Traverse: Krogan Team. But Ravagers, with their giant artillery guns, add a dynamic to the battlefield that shouldn't be lost (i.e. long range death). Plus, what the hell do you do with Grunt? That's why the Elcor, giant hulking quadrupeds, provided an excellent opportunity to re-skin the Ravagers and keep the guns. **See concept art 28.** And yeah, I know talked about some of this earlier.

Reaper Destroyer specs:

Armaments: Twin Artillery Cannons

Abilities: Ground Smash (5m radius; staggers enemies)

Armor: High

Reaper Destroyers function exactly the same as the Ravagers do; staying in the back ranks and blasting at Shepard from afar. Destroyers have health equal to that of the Ravagers and can dish out the same damage. The re-skin is complete!

Well, not totally. Unlike Rachni Ravagers, Elcor Destroyers do not have large sacks bursting with Swarms – doesn't fit their physiology – so instead of releasing creepy-crawlies as a special ability, Destroyers pound the ground if Shepard gets too close, inflicting damage and staggering him/her.



Reaper Destroyers: Squadmate reactions

This was already covered in *Section 3: Revised Missions*. No need to lecture you again!

Reaper Destroyers: Codex entry

With the Elcor home world of Dekuuna falling early in the Reaper invasion, allied forces began reporting seeing large quadrupeds, armed with twin artillery cannons, capable of devastating entire platoons from a distance. Later inspection revealed these beasts to be Elcor warriors twisted into Reaper heavy infantry units.

Section 7

Multiplayer

“Amonkira. Lord of Hunters. Grant that my hands be steady, my aim be true, and my feet swift. And should the worst come to pass, grant me forgiveness...”

- Thane Krios

I was skeptical about a Mass Effect multiplayer. The Mass Effect series is very much a single-player experience. How can you turn that into a run around, shoot'em up, free for all? Flat out, BioWare did it. I tip my hat to them! The Mass Effect 3 multiplayer is great. Its so good, that you don't even realize that it's the most monotonous piece of video gaming on the planet: 10 waves, kill enemies, earn credits, buy things, collect underpants...profit! The allure of gaining experience, building your character, and buying items is tried and true. Just ask Blizzard games!

Mass Effect 3: Vindication doesn't change a thing. Instead, ME3V builds upon the ME3 multiplayer. ME3V adds multiplayer campaigns to help players permanently raise their Galactic Readiness score and I throw my new Savant character class into the fray, in the form of the N7 Vindicator: a special alliance operative brought back from the brink of death – pissed off and ready for action!

Multiplayer: Campaigns

The Galactic Readiness score is the bane of every neurotic ME3 player's existence. I won't beat a single-player campaign until I have at least a 95% EMS score. ME3V makes it easier for worry warts, like me, to maintain a high Galactic Readiness score. ME3V introduces four (including the Collectors) enemy-specific multiplayer campaigns that, when completed, in addition to gaining credits and experience, gives players a permanent 1% increase to their Galactic Readiness.

Each campaign includes a different enemy (including the Collectors), takes place in three different locations per campaign, and features a unique final extraction scenario. I modeled these campaigns after the *Left 4 Dead* games; battle hordes of enemies, through different levels, and (hopefully) ending in a daring escape.

Like the Savant class itself, this might be best incorporated as a DLC. What do you think?

Note: Players can always reset their Galactic Readiness score back to 50% at any time at the multiplayer main screen.

Multiplayer: How campaigns work

Players can replay these campaigns over and over again, allowing them raise their Galactic Readiness to 100%, but your score will only raise 1% each time. Credits and experience are awarded at the end of campaign, same as any multiplayer game.

Equipment and character must be established before beginning a game. Players will be unable to switch characters during a campaign. All equipment will carry over from level to level. Ammo packs, missile launches, Medigel, and Spec-ops packs do not refresh from level to level.

If a player exits mid-campaign, they lose everything. Other players can join mid-campaign, but they will only receive experience and credits if they successfully help complete the campaign. In order to gain the 1% bonus, players must be present for the full campaign.

The difficulty level of campaigns cannot be set; round one and two are silver, round three is gold. Bringing in low level characters is discouraged, as the player will be unable to distribute new skill points in between maps.

In order to receive the 1% bonus, a player must be successfully extracted during the special final extraction on the third map. If the player dies within the extraction area, they will not gain the 1% bonus – only credits and experience. *Dying players will receive the reward. Forrest Gump runs in and saves them just in time!*

Note: If the hosting player leaves the campaign, the current round will restart with no penalty to the existing players who started the campaign from the beginning.

Note: Players can set whether or not they want to enter campaigns currently in progress at the multiplayer main screen.

Note: The Commanding Officer in multiplayer games receives new dialogue in accordance with the new campaigns events.

Note: Despite the different locations, difficulty of campaign waves will still increase, as it does in regular multiplayer games.

Multiplayer: Reaper Campaign – “Narrow Escape”

Location 1: Firebase Ghost

- Difficulty: Silver
- Number of rounds: 4
- Mission objectives:
 - Round 1:** Eliminate enemy forces
 - Round 2:** Escort
 - Round 3:** Eliminate enemy forces
 - Round 4:** Extraction

Location 2: Firebase Jade

- Difficulty: Silver
- Number of rounds: 4
- Mission objectives:
 - Round 1:** Eliminate enemy forces
 - Round 2:** Retrieval
 - Round 3:** Eliminate enemy forces
 - Round 4:** Extraction

Location 3: Firebase Rio

- Difficulty: Gold
- Number of rounds: 3
- Mission objectives:
 - Round 1:** Eliminate enemy forces
 - Round 2:** Hacking
 - Round 3:** Extraction: At the 30 second marker the Alliance shuttle will be shot down by a Harvester. The Harvester will then land in the extraction area, and must be cleared out before a new shuttle can arrive.

Commanding Officer
“Incoming Harvester!”

Harvester shoots down the Alliance shuttle.

Alliance shuttle crashes off map.

Harvester lands in the attraction area.

Commanding Officer (cont'd)

"Damn it! Rerouting another shuttle."

(pauses)

"You have to eliminate that Harvester before the shuttle can land, soldier."

New objective: Players will have 1 minute to kill the Harvester, return to the extraction area and then must hold out for the remaining time, or fail the mission.

Multiplayer: Cerberus Campaign – “Last Minute”

Location 1: Firebase Dagger

- Difficulty: Silver
- Number of rounds: 4
- Mission objectives:
 - Round 1:** Eliminate enemy forces
 - Round 2:** Devices
 - Round 3:** Eliminate enemy forces
 - Round 4:** Extraction

Location 2: Firebase Reactor

- Difficulty: Silver
- Number of rounds: 4
- Mission objectives:
 - Round 1:** Eliminate enemy forces
 - Round 2:** Hacking
 - Round 3:** Eliminate enemy forces
 - Round 4:** Extraction

Location 3: Firebase Goddess

- Difficulty: Gold
- Number of rounds: 3
- Mission objectives:
 - Round 1:** Eliminate enemy forces
 - Round 2:** Assassination
 - Round 3:** Extraction: At the 30 second marker a new high profile target will appear. Players must kill the new target to successfully complete the campaign.

Commanding Officer

"Heads up, Soldier, new high-profile target on the field. Go get him!"

(pauses)

"The mission depends on it."

New objective: Players will have 1 minute to kill the new high profile target, return to the extraction area, and then must hold out for the remaining time, or fail the mission.

Multiplayer: Geth Campaign – “Zip File”

Location 1: Firebase White

- Difficulty: Silver
- Number of rounds: 4
- Mission objectives:
 - Round 1:** Eliminate enemy forces
 - Round 2:** Hacking

Round 3: Eliminate enemy forces

Round 4: Extraction

Location 2: Firebase Vancouver

- Difficulty: Silver
- Number of rounds: 4
- Mission objectives:
Round 1: Eliminate enemy forces
Round 2: Devices
Round 3: Eliminate enemy forces
Round 4: Extraction

Location 3: Firebase London

- Difficulty: Gold
- Number of rounds: 3
- Mission objectives:
Round 1: Eliminate enemy forces
Round 2: Escort
Round 3: Extraction: At the 30 second marker a new drone will appear at a random location.

Commanding Officer

“Ladar scans show a drone carrying important Alliance intel has reactivated.”

(pauses)

“We need to secure that information. Find it and bring it back.”

New objective: Players will have 1 minute to escort the drone, return to the extraction area, and then must hold out for the remaining time or fail the mission.

Multiplayer: Collector Campaign – “Assuming Control”

Location 1: Firebase Giant

- Difficulty: Silver
- Number of rounds: 4
- Mission objectives:
Round 1: Eliminate enemy forces
Round 2: Retrieval
Round 3: Eliminate enemy forces
Round 4: Extraction

Location 2: Firebase Goddess

- Difficulty: Silver
- Number of rounds: 4
- Mission objectives:
Round 1: Eliminate enemy forces
Round 2: Hacking
Round 3: Eliminate enemy forces
Round 4: Extraction

Location 3: Firebase Hydra

- Difficulty: Gold
- Number of rounds: 4
- Mission objectives:
Round 1: Eliminate enemy forces
Round 2: Devices

Round 3: Extraction: At the 30 second marker Harbinger will possess all Collector forces.

Commanding Officer

(radio breaks up)

“Communications interrupted...unable to land...you must...”

Harbinger

“Assuming control!”

New objective: Players must reach the extraction area and hold out for 1 minute, or fail the mission.

N7 Vindicator

The N7 Vindicator is ME3V’s special multiplayer N7 version of the new Savant character class (Section 4: New Character Class). The N7 Vindicator’s look follows the same approach as the other N7 characters included in the *Earth DLC*. All the N7 character classes in multiplayer borrow their look from armor, enemies, or even major characters in ME3. The N7 Fury uses Kasumi’s body as the basis for the character’s look. The N7 Destroyer’s T5-V Battlesuit is nothing more than a tweaked version of the Terminus Assault Armor. ME3V sticks with this approach for the N7 Vindicator. **See concept art 29.**

The composition of the ME3V N7 Vindicator includes a modified version of the Blood Dragon Armor (the shoulders have been rounded off), and the Vindicator wears the menacing helmet worn by mercenaries in ME2. The Vindicator is intended to look a little evil.

I actually created a trailer for the N7 Vindicator, aptly called, “N7 Vindicator Trailer.” It features the above concept art, the musical track “Uncharted Worlds” by composer Sam Hulick, and new dialogue voiced by Anthony Aroya, a.k.a. Issac Washington from *The House of the Dead: Overkill*. The N7 Vindicator will eat your children!



N7 Vindicator: Character class description

N7 Vindicators are Alliance soldiers who suffered grievous injuries during battle. Alliance doctors saved their lives by grafting into their bodies implants based on Cerberus Project Lazarus technology. Vindicators receive special training that compliments their newly enhanced bodies: Neural Shock, Life Support, and Irradiate.

N7 Vindicator: Evasiveness

N7 Vindicators can quickly evade enemies and incoming fire using combat rolls and dives (like most Alliance soldiers), however they prefer to stand firm and fight. Rawr!

N7 Vindicator: Heavy melee attack

The N7 Vindicator’s Omni-Blade transforms into a stout, three-pronged gauntlet. It is delivered with a powerful punch, e.g. the Batarian heavy melee, causing the blade to shatter on impact, same as the Savant class in a single-player game.

Note: Just like the Savant in a single-player game, the N7 Vindicator’s Omni-Blade shatters during a grab attack also.

N7 Vindicator: Powers & training

Neural Shock

Rank 1: Disrupt the nervous system of organic enemies, paralyzing them for a short amount of time.

- Duration: 5 seconds
- Recharge speed: 3 seconds

Rank 2: Duration: Increase duration by 30%: 6.5 seconds

Rank 3: Recharge speed: Reduce charge time by 30%: 2.1 seconds

Rank 4: Incapacitate/Damage

- Incapacitate: Paralyzed enemies fall to the ground
- or**
- Damage: Neural shock now inflicts damage: 200

Rank 5: Impair Accuracy/Neural Shockwave:

- Impair Accuracy: Target's aim is permanently reduced by 50%
- or**
- Neural Shockwave: Effect three additional targets within 4 meters.

Rank 6: Neural Mastery/Revive Team:

- Neural Mastery: Use neural shock on synthetic and armored targets, but at 50% reduced effectiveness
- or**
- Revive Team: Defibrillates all dying team members through their Omni-Tools, but renders you unconscious

Note: Squadmates who have already bled out or have been executed cannot be revived.

Note: Choosing Revive Team eliminates Neural Shock's offensive capabilities.

Life Support

Rank 1: Activate the Alliance implants to provide basic life support: damage reduction and improve combat abilities.

Note: When activated, the screen appears a reddish hue, a cardio rhythm blips across the bottom of the screen, and a faint heartbeat can be heard, which accelerates as the player loses health; a flat-line sound will play when the player bleeds out.

- Health Regeneration: Regenerate an additional health bar: two total
- Damage Reduction: Decrease damage taken by 15%
- Movement Speed: Increase movement speed by 15%
- Slow Power Usage: Increase recharge speed of powers by 60%
- Recharge Speed: 5 seconds

Rank 2: Damage Reduction: Decrease damage by 20%

Rank 3: Movement Speed: Increase movement speed by 20%

Rank 4: Melee Damage Protection/Movement Speed

- Melee Damage Reduction: Increase protection from melee attacks by 30%
- or**

- Movement Speed: Increase movement speed by 30%

Rank 5: Shield Strength/Self-Revive

- Shield Strength: Increase maximum shields by 30%
- or**
- Self-Revive: 5% chance to automatically revive when fallen

Rank 6: Health Regeneration/Attack Speed

- Health Regeneration: Regenerate an additional health bar: three total
- or**
- Attack Speed: Increase rate-of-fire and melee attack speed by 50%

Irradiate

Rank 1: Tag a target with radioactive material, poisoning it and inflicting damage over time.

- Damage: 200
- Duration: 15 seconds
- Recharge speed: 12 seconds

Rank 2: Duration: Increase duration by 20%: 18 seconds

Rank 3: Damage: Increase damage by 25%: 250

Rank 4: Recharge Speed/Splash Damage

- Recharge Speed: Increase recharge speed by 20%: 9.6 seconds
- or**
- Splash Damage: Hit two additional targets within 6 meters with 30% damage and 30% duration.

Rank 5: Damage/Slow Movement Speed:

- Damage: Increase damage by 20%: 300
- or**
- Movement Speed: Reduce target's movement speed by 60%

Rank 6: Armor Damage/Meltdown:

- Armor Damage: Increases damage to armored targets by 100%
- or**
- Meltdown: When a target's is killed it explodes dealing 50% damage over a blast radius of 10m at 800N of force

Human Avenger

Rank 1: Human Avenger

- Weapon Damage Bonus: 8%
- Power Damage Bonus: 8%

Rank 2: Weapon Damage

- Weapon Damage Bonus: 5%

Rank 3: Power Damage

- Power Damage Bonus: 5%

Rank 4: Weapon Damage/Weight Capacity:

- Weapon Damage: Weapon damage bonus: 10%
- or**
- Weight Capacity: Increase weight capacity by 20

Rank 5: Power Damage/Headshots

- Power Damage: Power damage bonus: 10%
- or**
- Headshots: Increase headshot damage: 20%

Rank 6: Weapon Damage/Weapon Weight

- Weapon Damage: Weapon damage bonus: 20%
- or**
- Weapon Weight: Reduce the weight of all weapons by 20%.

Fitness

Rank 1: Fitness: Improve health, shield strength, and melee damage.

- Health & Shield Bonus: +15%
- Melee Damage Bonus: +15%

Rank 2: Durability: Increase health and shield bonuses by 10%.

- Health & Shield Bonus: +25%

Rank 3: Melee Damage: Increase melee damage by 20%.

- Melee Damage Bonus: +25%

Rank 4: Melee Damage/Durability:

- Melee Damage: Increase melee damage bonus by 30%. Melee damage bonus: +65%
- or**
- Durability: Increase health bonus and barrier bonus by 20%. Health & shield bonus: +40%

Rank 5: Movement Speed/Shield Recharge:

- Movement Speed: Increase movement speed by 20%

or

- Shield Recharge: Decrease shield recharge delay by 20%

Rank 6: Melee Power/Fitness Expert:

- Melee Power: Increase melee damage bonus by 85%. Increase melee force bonus by 100% for 10 seconds after an enemy is killed by a heavy melee

or

- Fitness Expert: Increase health and shield bonuses by 25%. Health and Shield Bonus: +65% (Durability) and +45% (Melee Damage)

Section 8

New Missions

“Saren created a cure for my people. You want to destroy it. Help me out here, Shepard. The lines between friend and foe are getting a little blurry from where I stand.”

- Urdnot Wrex

Mass Effect 3: Vindication adds eight new missions to the Mass Effect 3 experience. Why you may ask? Well, why the hell not. Actually, it's a lot more than that. I use these new missions to help bring back characters that were overlooked, forgotten, or else quickly glossed over in the original game. Admittedly, some of this I do to show off my (otherwise useless) mental inventory of Mass Effect minutia. “Na-na na-na boo-boo.” I remember more than you do!

Sure, unless you're a stickler for the nitty-gritty in Mass Effect 1, you might not remember (or care about) Eddie Lang, the pleasantly plump C-Sec officer who was quick to talk about his grandfather, and explain why he joined Citadel Security. But surely you remember Rana Thanoptis. The shady Asari scientist who always seems to be at the wrong place at the right time. I revise Rana's appearance; giving Rana her own mission – it's a better send off than she received in the original game...trust me, it's better...more Rana-ish.

I bring Eddie, Rana, and other characters back from Mass Effect-past for a variety of missions. They're a mix of “Shepard, go find this for me”, and missions that require Shepard to take a stand and/or make a choice...usually at someone else's expense, even Shepard's. Unless, of course, you let Rana blow her brains out, than it's definitely not at Shepard's expense. Same goes for letting Morinth eat Sha'ira. Keep reading...

Ammut: Geth Hard Drives

Description: Dr. Warren needs Geth hard drives in order to finish her research.

Location: Normandy Dock: Bay D24. Dr. Warren stands on the bridge leading to the elevator, across from the sky car.

Acquisition: After Priority: The Citadel II. Dr. Warren can be overheard talking into her ear piece. “No. I need more data.” “The files you sent over were corrupt.” “I've heard about a crashed Geth ship, but I don't know for sure.” This dialogue loops until Shepard initiates conversation.

Reward: Confidential intel and reputation points.

Note: Dr. Warren is one of the very first characters Shepard meets in Mass Effect 1. She was a scientist on Eden Prime.

Note: Dr. Warren now has a first name, Diane, named after the actor who voiced her: Diane Michele. If Shepard acquires the Geth Hard Drives before speaking to Dr. Warren, the quest initiates normally, but Shepard will have the initial conversation with Dr. Warren, then he/she must reengage Dr. Warren to complete the quest.

Note: This mission is unavailable if Shepard neither met Dr. Warren, nor punched Manuel in ME1.

Note: If Shepard does not finish Ammut: Geth Hard Drives before completing Priority: Cerberus Headquarters, the mission will be considered failed, as the Citadel is no longer accessible.

Opening dialogue

Shepard initiates conversation.

Dr. Warren

"Commander Shepard. Dr. Diane Warren, you rescued my team and I on Eden Prime during the initial Geth attack."

Shepard

"How have you been, doctor? That was a dangerous situation."

Dr. Warren

"Good, surprisingly good. Sadly, I can't say the same for my assistant, Manuel."

Shepard

"What happened to him?"

Dr. Warren

"Mentally, he never fully recovered from the incident."

(sighs)

"He..."

Shepard

"I'm sorry. A lot of innocent people lost their lives that day."

Dr. Warren

(somber)

"Yes...they did."

Shepard

"Is there something I can help you with?"

Dr. Warren

"Yes. Since the attack on Eden Prime, I've been studying Geth technology."

(pauses)

"I'm very close to replicating their processing algorithms, but I need more data. If I could get my hands on some Geth hard drives. I could crack the code, I know it."

Shepard

"I'll keep an eye out. If I find any, I'll let you know."

Dr. Warren

"Thank you, commander. I heard rumors that a Geth ship crashed in the Ma-at System. "

Note: If Shepard tries to engage Dr. Warren in conversation after the mission has been acquired, she will simply reply: "Don't worry. Commander Shepard is on it. I know! I can't believe it either."

Action

Fly to the Ma-at System in Far Rim and scan Ammut. Acquire the Geth hard drives, and then return to Dr. Warren for your reward.

Returning dialogue

Shepard initiates conversation.

Shepard

"Dr. Warren, I found these hard drives on Ammut. Can you use them?"

Dr. Warren

"Yes! These are exactly what I need. Thank you, Commander! Looks like you saved me again."

Shepard

"Happy to help."

Dr. Warren

"Here, take this."

Dr. Warren hands Shepard something.

Dr. Warren (cont'd)

"Maybe it'll help you on your mission."

Shepard

"Thanks."

Dr. Warren

"Be careful out there, Commander."

Dr. Warren walks off.

Mission complete: Shepard receives 5 reputation points and Confidential Intel: Geth Kinetic Stimulators (15% movement speed).

Horizon: A Sister's Love

Description: Helena Blake has asked you for help in locating her sister. Helena believes she's fled to a refugee camp called "Sanctuary."

Location: Citadel Embassies. Helena stands in front of the sign across from the elevator.

Acquisition: Becomes available after Priority: The Citadel III. Helena calls out: "Commander Shepard." "Commander Shepard, may I please have a moment of your time?"

Rewards: Reputation points, paragon/renegade points, and war assets.

Note: This quest is unavailable if Helena was not persuaded to give up her criminal ways/Shepard killed her, or if she was never encountered in ME1.

Note: If Shepard does not finish Horizon: A Sister's Love before completing Priority: Cerberus Headquarters, the mission will be considered failed, as the Citadel will no longer be accessible.

Opening dialogue

Shepard initiates conversation.

Helena

(relieved)

"Commander Shepard, I can't believe it's you. Helena Blake, you freed me from the criminal underworld a few years ago."

Shepard

"Helena, last time we spoke you were a social worker on Omega. What are you doing here?"

Helena

"I fled Omega when Cerberus staged their coup."

(somber)

"But I fear others were not so lucky..."

Shepard

"Aria T'loak escaped, she's holed up in Purgatory."

Helena

"Poetic justice I supposed."

Shepard

"What can I do for you, Helena?"

Helena

"It's my sister, Jillian. She's missing."

Shepard

"Missing?"

Helena

"Jillian went to that refugee camp, Sanctuary, they call it, but that was two weeks ago and I haven't heard from her since. She has a heart condition, Commander. I just need to know that she's alright."

Helena drops her head into her hands and begins to cry.

Helena (cont'd)

"I'm worried sick. Damn this war. Damn it..."



Shepard can comfort her. Shepard stands by her side.

Shepard

"Its okay, Helena, I'm investigating Sanctuary. If I find anything, I'll let you know. I promise."

Helena

"Thank you, Shepard."

Note: Shepard gains 2 paragon points.

Note: If Shepard does not paragon interrupt, then the renegade interrupt pops up.



Shepard can snap her out of it (only if Shepard did not paragon interrupt).

Shepard

(sharply)

"Snap out of Helena! You need to stay strong – not fall apart."

(pauses)

"You were once a ruthless mastermind. Time to start acting like it, again. "

Helena

(agitated)

"You're right, Shepard. Damn it! You're right. Go find her. I'll wait here."

Note: Shepard gains 2 renegade points.

(Dialogue continued; no interrupt.)

Shepard

“...If I find anything, I’ll let you know.”

Helena

“Thank you, Commander.”

Note: If Shepard tries to engage Helena in conversation after the mission has been acquired, she will simply reply: “Please hurry, Commander.”

Action

Locate the experiment data on Sanctuary. It can be found on a data pad in the room where the husks crawl all over the window.

Shepard takes the data.

Shepard

“Looks like results from an experiment. It says one Jillian Blake died of a stroke during ‘transformation.’ Bastards...”

Once the experiment data is acquired, return to Helen for your reward.

Returning dialogue

Shepard initiates conversation.

Helena

“Commander, did you find her? Is Jillian, alright?”

Shepard – must choose

(Lie)

(Reveal the truth)

Choice: Lie

Shepard

“I’m sorry, Helena. According to a refugee registry I found, Jillian died of a heart attack shortly after arriving.”

Helena

“Oh dear. Jillian. I was afraid this would happen.”

(pauses)

“Thank you, Shepard. It doesn’t make me feel any better, but at least I know what happened. Thank you, again.”

Helena walks off.

Mission complete: Shepard receives 5 reputation points and 4 paragon points.

Choice: Reveal the truth

Helena

“Commander, did you find her? Is Jillian, alright?”

Shepard

"No. She's dead."

Helena

(shocked)

"What? No!"

Shepard

"Yes. Sanctuary was a front. It was actually a top secret Cerberus facility. Jillian was killed during an experiment."

Helena

"Experiment? What kind of experiment?"

Shepard

(deadpan)

"You don't want to know..."

Helena

(furious)

"Cerberus bastards!"

Helena balls up her fists.

Helena (cont'd)

"Take them down, Commander! Please, kill them all."

Shepard

"Working on it..."

Helena

"Wait. I can help."

Helena activates her omni-tool and presses a few buttons.

Helena (cont'd)

"I haven't forgotten all my old contacts. They still owe me a few favors. These men will kill for you, just give them a target."

(pauses)

"Goodbye, Commander."

Helena walks off.

Mission complete: Shepard receives 5 reputation points, 4 renegade points, and Helena Blake war asset (10).

Note: If the experiment data was not recovered from Sanctuary, nothing is available at the Spectre Requisitions terminal, as the events on Sanctuary are still classified. Therefore the mission will be considered failed and Shepard cannot collect a reward. Helena will continue to say, "Please hurry, Commander," if Shepard attempts to engage her in conversation.

Mola: Refined Platinum

Description: Rupert/Delan needs refined platinum to repair the SSV Hoboken.

Location: Purgatory. Rupert/Delan stands beside the door leading into Purgatory.

Acquisition: After Priority: The Citadel II. Rupert calls out: "Commander Shepard, over here!" "Commander, its Rupert!" Or Delan calls out: "Commander, can I talk to you?" "Hey, you, Commander Shepard!"

Rewards: Reputation points and war assets.

Note: If Rupert died during Mass Effect 2, Delan, the mechanic on Horizon in ME2, appears in his place and the mission plays out identically, mostly.

Note: This mission is unavailable if the player did not upload a character from ME2.

Note: If Shepard does not finish Mola: Refined Platinum before completing Priority: Cerberus Headquarters, the mission will be considered failed, as the Citadel is no longer accessible.

Opening dialogue (with Delan)

Shepard initiates conversation.

Delan

"Thought I recognized you. Commander Shepard, right? The big Alliance hero?"

Shepard

"I remember you. Weren't you one of the colonists on Horizon during the Collector attack?"

Delan

(annoyed)

"Yeah, name's Delan. And thanks for reminding me. A lot of my friends died that day."

Shepard

"Sorry...again."

(pauses)

"What do you need, Delan?"

Delan

"Yeah. See. I'm working on the SSV Hoboken delivering supplies to refugees."

Shepard

"Sounds good. What's the problem?"

Delan

(agitated)

"I was getting to that."

(pauses)

"The Hoboken ain't fancy like your Alliance ships. See, it took some fire during the last run and now we're dry docked waiting for repairs, but with the war going on, I don't think they'll be fixing her anytime soon."

Shepard

"Maybe I can help?"

Delan

(sarcastic)

"Oh really? Would you? I'm so excited..."

(pauses)

"There's a platinum refinery somewhere in the Esori system. Get me some and I can fix it myself. Think you can do that?"

Shepard

"I'll look into it."

Delan

"I'm holding my breath..."

Note: If Shepard tries to engage Delan in conversation after the mission has been acquired, he will simply reply: "Yeah, yeah. Get a going."

Action

Fly to the Esori System in the Aethon Cluster, scan Mola, and acquire the refined platinum.

Returning to Delan

Note: This does not initiate a full conversation.

Shepard

"Delan, I got your refined platinum. It's in Docking Bay: D4. Go get it."

Delan

"No shit. Well, it's the least you could do. Thanks."

Mission complete: Shepard receives 5 reputation points.

Note: Delan can no longer be engaged in conversation. He will simply loop dialogue aloud: "Yeah, for real. Commander Shepard. No, I still don't trust the Alliance." If Shepard tries to talk to him, he will reply: "What?"

Note: Delan will no longer be present upon further visits to the Citadel.

Opening dialogue (with Rupert)

Shepard initiates conversation.

Rupert

(exuberated)

"Holy shit! Commander Shepard. I thought those Alliance butt puckers tossed you in the brig. "

Shepard raises his arms.

Shepard

(excited)

"Rupert! What are you doing here?"

Rupert

"After those Alliance brass commandeered the Normandy, I got out of Dodge, no way I was sticking around to fight in some intergalactic slugfest. I fix things, not shoot things."

Shepard

(coyly)

"Whatever falls through the cracks, right?"

Rupert

"Ha! Damn right, Commander."

(pauses)

"Now I'm working on the SSV Hoboken, running supplies to refugees – but hey! I could use your help?"

Shepard

"Sure, Rupert. Anything for my cook."

Rupert

"Much appreciated. The Hoboken isn't state of the art like the Normandy, we took some fire during the last run and now we're dry-docked waiting for repairs."

Shepard

"What do you need?"

Rupert

"If you can find some refined platinum, I can patch the shielding myself and we can get back out there, lots of good people are depending on us."

Shepard

"Any idea where should I look?"

Rupert

"Check the Esori system. I know there's a refinery out there. Thanks, Commander."

Note: If Shepard tries to engage Rupert in conversation after the mission has been acquired, he will simply reply: "Good to see you, Commander!"

Action

Fly to the Esori System in the Aethon Cluster, scan Mola, and acquire the refined platinum.

Returning to Rupert

Note: This does not initiate a full conversation.

Shepard

"I found the platinum you need, Rupert. It's in Docking Bay: D4."

Rupert

"You're aces, Commander, I owe you."

(pauses)

"And commander, don't worry, we'll be ready to show those Reaper vermin whose boss. Just say the word."

Mission complete: Shepard receives 5 reputation points, SSV Hoboken war asset (5), and Rupert war asset (5).

Note: Rupert can no longer be engaged in conversation. He will simply loop dialogue aloud: "Commander Shepard came through. I'll have it fixed in a jiff." If Shepard tries to talk to him, he will reply: "You're aces, Commander!"

Note: Rupert will no longer be present upon further visits to the Citadel.

Citadel: Eddie's Army

Description: Eddie Lange needs your help getting equipment for his task force.

Location: Docks: Holding Area. Eddie stands outside the memorial wall. Eddie wears combat armor; not the typical blue C-Sec uniform.

Acquisition: Second visit to the Citadel. Eddie Lange calls out, "Commander Shepard, over here!" "Hey Commander, over here!"

Rewards: Reputation points, paragon/renegade points, and war assets.

Note: In ME1, Eddie was stationed inside the C-Sec Academy. Eddie is excited to meet Shepard and explains that he joined C-Sec because his grandfather was a police officer back on Earth.

Note: This is a timed mission. After Priority: The Citadel II, Eddie and his team will no longer be present in the Docks: Holding Area, having been killed during the attack, making it impossible to complete the quest. Nearby

Turian C-Sec Officers will comment on Eddie's death: "Too bad about Eddie." - "I told him to keep his head down. He couldn't shoot for shit."

Opening dialogue (Shepard met Eddie in ME1)

Shepard initiates conversation.

Eddie

(excited)

"Wow! Commander Shepard, it's me, Eddie Lange. I'm C-Sec, remember? Well, former C-Sec. I met you in the C-Sec Academy three years ago, before the Geth attack."

Shepard

"Sure Eddie, I remember you. What are you doing on the docks?"

(curiously)

"And why are you wearing heavy armor?"

Eddie

"I quit C-Sec last week. Me and some other agents..."

Behind Eddie are two other C-Sec agents, also wearing heavy combat armor.

Eddie (cont'd)

"...are leaving the Citadel to join the fight back on Earth. The Alliance needs us fighting, not handing out hot meals to refugees—am I right?"

(pauses)

"Hey, maybe you can help?"

Shepard

"Me? How?"

Eddie

"C-Sec won't let us take our guns, since this isn't a C-Sec operation. They say we need to procure our own, but I don't have the creds for that."

Shepard

"So you need money?"

Eddie

"Oh no, Commander. But you're a Council Specter. Maybe you could force C-Sec to transfer the weapons to us, can't you? Maybe a couple frag grenades too?"

Shepard

Is this a good idea?



Stay with C-Sec

Goodbye

Give them hell!

Conversation option: "Is this a good idea?"

Shepard

"Eddie, do you even have any real combat training?"

Eddie

(eagerly)

"Yeah, no. But C-Sec has a shooting range, and every officer is required to spend a minimum of one hour a month practicing."

(pauses)

"I can usually hit the targets...most of the time."

Conversation option: "Goodbye"

Shepard

"Let me think about, Eddie."

Eddie

"Oh, okay. Well, if you change your mind, we'll be right here waiting."

Conversation option: "Stay with C-Sec"

Shepard

(sternly)

"Eddie, back at the Academy you told me you joined C-Sec because of your grandfather, would he want you throwing your life away like this?"

Eddie

"Well, uh, he...I thought, maybe—"

(embarrassed)

"No, Commander. He would never abandon his patrol, especially now."

Shepard

"Stay on the Citadel, Eddie. C-Sec needs experienced officers like you. Besides, the fight will be here soon enough."

Eddie

"You're right commander, and when the Reapers get here, they'll have hell to pay. Come on guys, lets go report back to the station."

(pauses)

"Thank you, commander."

Eddie and his team walk off.

Mission complete: Shepard receives 5 reputation points, 4 paragon points, and Citadel Defense Force war asset (5).

Conversation option: "Give them hell!"

Shepard

"Ha! This should be good. Here you go, kid."

Shepard activates his omni-tool and presses a few buttons.

Shepard (cont'd)

"Better to die fighting on Earth and have your eyeballs eaten out by husks, than waiting up here for the Reapers to come and fry you alive."

Eddie

(nervous)

"Uh, yeah. Thanks commander."

(pauses)

"Maybe I'll buy a couple shield upgrades too, to be...uh, safe."

Eddie and his team walk off.

Shepard

(under his/her breath)

"Dead man walking."

Mission complete: Shepard receives 5 reputation points and 4 renegade points.

Note: The “Give them hell” dialogue option is exactly the same whether Shepard met Eddie Lang in ME1 or not.

Conversation option: “Stay with C-Sec”

Shepard

“Eddie, the Alliance doesn’t need rookie soldiers dying needlessly on Earth. Stay on the Citadel. C-Sec needs experienced officers like you.”

(encouragingly)

“Besides, the fight will be here soon enough.”

Eddie

“You’re right commander, and when the Reapers get here, they’ll have hell to pay. Come on guys. Lets go report back to the station. Thank you, Commander.”

Eddie and his team walk off

Note: The mission reward follows the exact same guidelines as if Shepard met Eddie in ME1.

Opening dialogue (Shepard did not meet Eddie in ME1)

Shepard initiates conversation.

Eddie

(excited)

“Wow! Commander Shepard. Officer Eddie Lange, C-Sec. Well, former C-Sec. Can I talk to you?”

Shepard

(confused)

“Former C-Sec? Why are you wearing heavy armor?”

...

Note: Same unfolding as above.

Citadel: Thax Always Wins

Description: Seryna has asked you to acquire the location of a C-Sec Officer.

Location: Citadel Embassies. Seryna stands where Ambassador Dominic Osoba stands during Benning: Evidence.

Acquisition: After Priority: Citadel II. Seryna calls out: “Commander Shepard.” “Shepard, over here.”

Reward: Confidential intel, paragon/renegade points, and reputation points.

Note: This quest is not available if Shepard did not upload the shipping note during Dossier: The Justicar in ME2. Seryna is an integral part of this mission.

Note: If Thane survived the suicide mission in ME2 and was wounded during Priority: Citadel II, he must first be visited at the hospital before Seryna will appear.

Note: This quest is still available even if Thane did not survive the suicide mission in ME2.

Note: If Shepard does not finish Citadel: Thax Always Wins before completing Priority: Cerberus Headquarters, the mission will be considered failed, as the Citadel is no longer accessible.

Opening dialogue

Shepard initiates conversation.

Seryna

“Ah, Shepard, there you are.”

Shepard

“I know you.”

(pauses)

”Seryna, right? You helped me find Thane.”

Seryna

(insincerely)

“I’m blushing, Shepard, thanks for remembering. And, sorry to hear about Thane – unfortunate.”

Shepard

(direct)

“What do you want, Seryna?”

Seryna

“Same old, Shepard. Straight to business.”

(pauses)

“My employer needs help tracking someone down. You’re a Spectre, which means you have access to the restricted information Mr. Thax needs.”

(pauses)

“You’ll be very well compensated, Shepard.”

Shepard

(surprised)

“You work for Thax now?”

Seryna

(scoffs)

“Now? You’re funny, Shepard.”

(pauses)

“But yes, I represent Mr. Thax.”

Shepard

“I forwarded Thax some suspicious shipping logs back on Illium.”

Seryna

“Exactly. That’s why he’s asking *you* for help. He...trusts you, Shepard.”

Shepard

(distrustfully)

“I see.”

Seryna

“A C-Sec officer owes Mr. Thax quite a lot of money and now he’s in hiding. All I need is his personnel file. That way Mr. Thax can find his family and...well, I should probably stop there.”

Shepard

C-Sec officer.



No.

Okay.

Conversation option: “C-Sec officer.”

Shepard

“You said this guy is C-Sec?”

Seryna

“Surprised? C-Sec is a lot dirtier than you think.”

(pauses)

“He’s a degenerate gambler with a fetish for red sand and Asari...talents. Trust me, Shepard, we’re doing C-Sec a favor.”

Conversation option: “No.”

Shepard

(sternly)

“I don’t think so, Seryna. I don’t know you and I don’t know Thax. This guy may have his problems, but he’s C-sec and I won’t let you endanger his family.”

Seryna

“Really, Shepard? You’re gonna play noble *now*. After I helped you recruit an assassin on Illium.”

Shepard

“Things change, Seryna.”

Seryna

“Fine! Shepard. Mr. Thax will find another way. He always does.”

(sinisterly)

“Watch your back, Shepard.”

Shepard

“Get lost.”

Seryna walks off.

Mission complete: Shepard receives 5 reputation points and 4 paragon points.

Note: The Spectre Terminal will not update with new information.

Conversation option: “Yes.”

Shepard

“Sure. Badge or no badge, he needs to pay up.”

Seryna

“Hell yes, Shepard. Mr. Thax knew you’d agree.”

(pauses)

“Go and get me what I need and I’ll be here waiting.”

Shepard

“Sure thing.”

Note: Player will be notified that the Spectre Terminal has been updated.

Note: If Shepard tries to engage Seryna in conversation after the mission has been acquired, she will simply reply: “Any day now, Shepard.”

Action

Go to the Spectre Office, activate the Spectre Terminal, and download the personal file on Sergeant Haron: "Sergeant Navik Haron, identification number: 1985161184."

Note: Sergeant Haron is the Turian C-Sec officer working the security checkpoint in the Zakera Ward in ME2. Sergeant Haron has been given a first name: Navik.

Returning to dialogue

Shepard initiates conversation.

Seryna

"Well? You got it?"

Shepard lights up his/her omni-tool.

Shepard

"Yup, right here."

Seryna lights up her omni-tool.

Seryna

"Excellent, Shepard. This will do just fine."

Seryna lights up her omni-tool again.

Seryna (cont'd)

"And as promised, I think you'll find this more than adequate compensation."

Shepard lights up his/her omni-tool again.

Shepard

"Looks good. Thanks."

Seryna

"And Shepard..."

Seryna steps forward and touches Shepard's side.

Seryna (cont'd)

(provocatively)

"Maybe when all this is over, I'll show you *my*...Asari talents."

Shepard smiles.

Seryna (cont'd)

"Goodbye, Shepard."

Seryna walks off.

Mission complete: Shepard receives 5 reputation points, 4 renegade points, and confidential intel: Corporate Pin Numbers (10% Normandy procurement terminal discount).

Logan: Morlan's Gambit

Description: Morlan has asked you to smuggle Blood Pack Weapons onto the Citadel. Expat wants you to stop him. Bailey wants help arresting both of them.

Locations: Purgatory, Presidium, and Citadel Embassies.

Acquisition: After Priority: The Citadel II. Morlan stands across from the gambling machines on the entrance level of Purgatory. He calls out to Shepard. "Commander Shepard, come here!" "Very good things I have, Commander!"

Rewards: Paragon/renegeade points, reputations points, credits, intel, and war assets.

Note: This mission is unavailable if the player did not upload a character from ME1 to ME2 and/or never met Morlan and Expat.

Note: If Shepard does not finish Logan: Morlan's Gambit before completing Priority: Cerberus Headquarters, the mission will be considered failed, as the Citadel is no longer accessible.

Opening dialogue with Morlan

Shepard initiates conversation.

Morlan

(excited)

"Ah! Commander Shepard. Good to see you. Have a moment? Very good news I have!"

Shepard

(mistrusting)

"It's Morlan, right?"

Morlan

"Right! Good memory, Commander!"

Shepard

"What do you want?"

Morlan

"Ah! Straight to business. Good Commander, good. I like your—"

Shepard

(sternly)

"Now."

Morlan

"Yes, yes. Contacts told me a large weapons cache was lost on Logan. Left by Blood Pack, very good weapons they have."

Shepard

"And very illegal..."

Morlan

"Yes. If authorities find out, but you are a Spectre, Commander. Above the law. Clandestine."

Shepard

"You want me to smuggle for you."

Morlan

"No, no. I want your help. How you get them. Not my concern."

(pauses)

"Think about it, Shepard. Will wait here. Hurry. Very much I can pay. I can.

Note: If Shepard tries to engage Morlan in conversation after the mission has been acquired, he will simply reply: "Yes, yes. Hurry, Commander."

Opening dialogue with Expat

After speaking with Morlan, when Shepard approaches the elevator, Expat will approach him/her (cut-scene).

Expat

"Commander Shepard."

Shepard

"Do I know you?"

Expat

"Leaving for the colonies?"

Shepard

"Oh, I remember now. Expat, you're a merchant."

Expat

"Indeed."

(breathes)

"Commander, were you recently approached by a Salarian named Morlan?"

Shepard

"Maybe."

Expat

(breathes)

"He has no doubt asked you to procure the Blood Pack weapons on Logan."

Shepard

(wary)

"He might have..."

Expat

"No need to be cryptic, Commander."

(breathes)

"My agents observed your exchange."

Shepard

(suspicious)

"What do you want?"

Expat

"The weapons, Commander."

(breathes)

"Morlan is a cheat. He plans to sell the weapons to the Citadel's undesirables."

Shepard

"And you don't?"

Expat

"My clients are respectable business people."

(breathes)

"They do not steal and murder, Commander."

Shepard

"And yet they need weapons..."

Expat

"Irrelevant."

(breathes)

"But if you were to retrieve the cache for me, I could supply intelligence vital to your war effort."

(breathes)

"And Morlan will no longer be a problem to anyone."

Shepard

"Is that so?"

Expat

"Find me later on the Presidium, Commander."

Note: Expat will relocate to the Presidium; up the left staircase leading to the apartments. If Shepard tries to engage Expat in conversation after the mission has been acquired, he will simply reply: "I will wait here, Commander."

Moments after Expat leaves

Bailey calls Shepard's omni-tool.

Bailey

"Shepard."

Shepard

"What is it, Bailey?"

Bailey

"Head to my office. I'd like to talk to you about your two new friends."

Shepard

"What, is everyone watching me?"

(pauses)

"I'll head over."

Dialogue with Bailey

Shepard goes to Bailey's office.

Shepard initiates conversation.

Shepard

"What's going on, Bailey?"

Bailey

"My officers spotted you talking to a Volus, named Expat, and that Salarian, Morlan."

Shepard

"What's your problem with them?"

Bailey

"They're black market dealers. Morlan has always been a pain in the ass, but hard times turned the Volus."

(pauses)

"Now they both traffic illegal weapons...and red sand."

Shepard

"So what do you need from me?"

Bailey

"If you can get me some concrete evidence that they're moving illegal goods. I can throw them both in the clink for a long time."

Shepard

"I'll see what I can do."

Bailey

"Thanks, Shepard."

Action

Fly to the Theseus System in the Attican Betta, scan Logan, and acquire the Blood Pack Weapons Cache.

Returning to Morlan

Shepard initiates conversation.

Morlan

"Yes! Commander, do you have good news?"

Shepard

"I found the cache. It's waiting in Docking Bay: D24. Tell the guards Commander Shepard authorized the delivery, Spectre authority."

Morlan

(thrilled)

"Grateful, Shepard! Here, take this."

Morlan hands Shepard something.

Morlan (cont'd)

"Very good seeing you again, Commander. Goodbye."

Morlan walks off.

Mission complete: 4 renegade points, 6 reputation points, and 20,000 credits.

Returning to Expat

Shepard initiates conversation.

Expat

"Commander."

(breathes)

"I trust you were successful."

Shepard

"I found the cache. It's waiting in Docking Bay: D24. Tell the guards Commander Shepard authorized the delivery, Spectre authority."

Expat

"Thank you, Commander."

(breathes)

"I trust this will serve as proper compensation."

Expat hands Shepard something.

Expat (cont'd)

"Goodbye, Commander."

(breathes)

"I have *matters* to attend to..."

Expat walks off.

Mission complete: 4 renegade points, 6 reputation points and intel: Volus Exo-Suit Capacitors (+15% weapon switch speed).

Returning to Bailey

Shepard initiates conversation.

Bailey

"Any luck finding something on those two?"

Shepard

"They asked me to smuggle weapons on the Citadel. I got them in Docking Bay: D24."

Bailey

"Nice work, Shepard. I'll have my men take them both into custody immediately."

(pauses)

"Getting those two dirt bags off the station will be a big help."

Shepard

"Happy to help."

Mission complete: 4 paragon points, 6 reputation points, and Citadel Defense Force war asset (10).

Citadel: Call for Help

Description: Investigate the source of the strange transmission.

Location: Presidium Commons.

Acquisition: During Shepard's next visit to the Citadel after Priority: Sur'Kesh, he/she will receive a frantic radio transmission from an unknown source.

Reward: Paragon/renegade points, reputations points, and Confidential Intel.

Note: This mission is unavailable if Shepard never met or killed Rana Thanoptis in ME1.

Note: This replaces Rana's current fate in ME3.

Note: This is a timed mission; if Shepard does not complete it before Priority: The Citadel II, it will be considered failed.

Note: Shepard will receive the transmission no matter where he/she arrives on the Citadel, but will not receive the signal when arriving at Dr. Bryson's lab or Dock 42 in the Leviathan DLC.

Strange transmission

Shepard arrives on the Citadel.

Shepard steps outside the elevator. He/she receives a radio transmission.

Unknown female voice
(heavy breathing)
“Shepard...are you there?”

Shepard puts two fingers to his/her ear.

Shepard
(wary)
“Hello?”

Unknown female voice
“It’s me, Shepard.”
(chuckles)
“You know me.”

Shepard
(sternly)
“Who is this?”

Unknown female voice
(insane)
“I’m watching you.”

Radio transmission cuts to static.

Shepard
“What the hell was that?”

Shepard radios EDI.

Shepard (cont’d)
“EDI.”

EDI
(over Omni-tool)
“Yes, Shepard?”

Shepard
“Can you track my last radio transmission?”

EDI
“One moment.”
(pauses)
“It appears to be a hacked frequency, Shepard, broadcasting from an apartment on the Presidium.”

Shepard
“Thanks, EDI.”
(sarcastically)
“I can’t wait to see what this is all about.”

Action

Go to the Presidium, head to the apartments, up the staircase on the left, and enter the first apartment on the left.

Entering the apartment

Shepard walks in.

Rana Thanoptis paces back and forth.

Shepard
(shocked)
"Rana?"

Rana quickly turns around.

Draws a gun on Shepard.

Rana
"Shepard, stay away!"

Shepard
"Rana, what the hell are you doing?"

Rana
(trembles)
"They...they want me to kill you, Shepard."

Shepard
"Who does?"

Rana
(heavy breathing)
"The voices...the machine voices...they want you to die."

Tears stream down Rana's face.

Rana (cont'd)
(voice cracks)
"They won't leave me alone."

Rana puts the gun to her head.

Shepard



Conversation option: "Put the gun down."

Shepard
"Rana, you're indoctrinated. The Reapers are trying to control you."

Rana trembles.

Rana
"No, I can't be."

Shepard
"Think, Rana. Saren. The lab on Virmire. You were exposed."

Rana sighs.

Rana
(voice cracks)
“Can you can help me, Shepard?”

Shepard
(coyly)
“Don’t I always?”

Rana smiles.

Shepard
“Come on. Give me the gun.”

Rana lowers the gun.

Rana
“Okay.”

Rana hands the gun to Shepard.

Shepard
“Good.”

Rana hangs her head.

Shepard radios Commander Bailey.

Shepard
“Bailey, this is Shepard, get a team to the Presidium. I’ve got someone here who needs help.”

Bailey
(over radio)
“On my way.”

Rana
“Shepard, here.”

Rana lights up her Omni-tool.

Rana (cont’d)
“From my research on Korlus. Maybe it can help you.”

Shepard
“Thanks. It will.”

Rana smiles.

FADE TO BLACK.

**Mission complete: 5 Paragon points, 8 reputation points, and Confidential Intel:
Advanced Bone Weave (10% melee force).**

Conversation option: “You’re indoctrinated.”

Shepard
(angry)
“Damn it, Rana! You’re indoctrinated.”

Rana continues to tremble.

Rana

"No, I can't be."

Shepard points at Rana.

Shepard

"Think, Rana? The lab on Virmire...your work with Saren."

Rana

"No! I was trying to cure the genophage."

Shepard

"Bullshit! You were making slaves for Saren...for the Reapers."

Shepard waves at Rana in disgust.

Rana

"Screw you, Shepard! That's not true!"

Shepard

"Then prove it, prove you're not a Reaper slave!"

Rana continues to tremble.

Rana

"No, I'm not. I'm in control. Not them!"

Shepard

"So do it then. I'm tired of saving your ass."

Rana trembles violently.

Rana

(shrieks)

"Ahh!"

Rana pulls the trigger.

BANG!

Rana's body falls to the ground.

Shepard shakes his/her head.

Shepard

"Good."

Shepard radios Commander Bailey.

Shepard (cont'd)

"Bailey, this is Shepard, get a team over to the Presidium. I've got a mess here."

Bailey

(over radio)

"On my way."

FADE TO BLACK.

Mission complete: 5 Renegade points and 8 reputation points.

Citadel: Consorting with the Devil

Description: Sha'ira has asked you to deal with Morinth.

Locations: Docks: Holding Area and Purgatory. Sha'ira stands across from the second Medi-Gel dispenser in the Docks: Holding Area. Her clothing is muted and dark, not vibrate like in ME1. Morinth can later be found by the bar next to the dance floor on the third level of Purgatory. Morinth will not appear until Sha'ira has been spoken to first.

Acquisition: Becomes available during Priority: Rannoch. Sha'ira calls out: "Commander Shepard, I need your help." "Shepard, please!"

Rewards: Paragon/renegeade points, reputation points, and either a gain or loss of war assets.

Note: This quest is unavailable if Shepard never met Sha'ira in ME1 or if Shepard never met Morinth in ME2, chose Samara over Morinth, or Morinth died during the suicide mission.

Note: If Shepard never met Sha'ira in ME1, but chose Morinth over Samara in ME2, then Morinth will appear in the Ardat-Yakshi monastery on Lesuss – explained in Section 2: Major Character Changes.

Note: This is a timed mission. If Shepard completes two missions before resolving the matter, Sha'ira and Morinth will disappear and the quest will be considered failed.

Opening dialogue with Sha'ira

Shepard initiates conversation.

Sha'ira

"Commander Shepard, it is fortuitous that I meet you at my time of great need."

Shepard

"Sha'ira, what are you doing here?"

Sha'ira

(scared)

"Shepard, please keep your voice down. Do not say my name aloud."

Shepard

"Why? What's going on?"

Sha'ira

"I fear I am being hunted."

Sha'ira nervously looks from side to side.

Sha'ira (cont'd)

"She is a cagey one and can lurk in any shadow."

Shepard

"Who's looking for you?"

Sha'ira

"An Asari named Morinth."

(whispers)

"She is—k."

Shepard

"An Ardat-Yakshi?"

Sha'ira
(surprised)
"Yes. How do you know her?"

Shepard – must choose



Choice: Lie

Shepard
"Uh, her name has crossed my desk...that's all."

Sha'ira
(pensive)
"I see."
(pauses)
"Then I will have to take your word for it."

Shepard
"What's your problem with her?"

Sha'ira
"It is more accurate to say that she believes I am the answer to *her* problem."

Shepard
(*confused*)
"You'll have to explain that one to me."

Sha'ira
"I am a powerful woman, Shepard. Morinth believes joining with me will grant her my...compassion...and cure her of her condition."

Shepard
"But there is no cure for being an Ardat-Yakshi."

Sha'ira
"Exactly. If she were to join with me, my mind would be burnt out like all the poor souls Ardat-Yakshi feast upon."

Shepard
"What do you need from?"

Sha'ira
"Find her, Commander, and kill her."

Sha'ira steps forward and presses up against Shepard.

Sha'ira (cont'd)
(sultry)
"I promise. I will make it worth your efforts."

Shepard
"I'll see what I can do."

Sha'ira steps back.

Sha'ira

"Thank you, Commander. I believe that club, Purgatory, is her new hunting ground."

Note: If Shepard tries to engage Sha'ira in conversation after the mission has been acquired, she will simply reply: "Please Shepard, hurry."

Choice: Reveal the truth

Shepard

"She was being hunted by a Asari Justicar on Omega, I helped her escape."

Sha'ira

(shocked)

"What! Commander, why would you do that? She is a menace. Her kind are monsters."

Sha'ira balls up her fists.

Shepard

(obnoxiously)

"But *very* good at killing Collectors."

Sha'ira

(angry)

"The Matriarchs shall hear about this, Commander. This is...equal to treason!"

Sha'ira storms off.

Shepard

(apathetic)

"Whatever."

Mission complete: 7 renegade points, 9 reputation points, and -30 Asari war assets.

Finding Morinth in Purgatory (Shepard lied to Sha'ira)

If Shepard lied to Sha'ira about Morinth, Morinth can then be found at the bar on the upper floor of Purgatory. ME3V gives Morinth a new look. **See concept art 30.** Morinth now resembles a dominatrix, a fitting look for someone who dominates her victims' minds.

Shepard initiates conversation.

Morinth

"Shepard, I didn't expect to find *you* in here."

Shepard

"Funny, this is just the sort of place I'd expect to find you, something about dark rhythms, violent pulses..."

Morinth

(smirks)

"Guilty as charged."

(direct)

"Now, what do you want, Shepard?"

Shepard

"The Consort, Sha'ira, says you're trying to kill her."

Morinth

(coldly)

"I am."



30

Shepard

“What?”

Morinth

(sullen)

“Do you think I like being this way, Shepard? Ardat-Yakshi are my people’s dirty little secret. A secret they would have exterminated.”

(sighs)

“My own mother tried to kill me...”

Shepard

“I’m aware of that, Morinth.”

Morinth

“And you helped me kill her.”

(smart-alecky)

“Thanks again for that.”

Shepard

“What does all this have to do with Sha’ira.”

Morinth

“She is a cure, Shepard. She *will* die, but she is a cure.”

(excited)

“Consorts possess great power. If I join with her, her life force, her love will save me from this...condition. “

Shepard



Conversation option: “How?”

Shepard

“How?”

Morinth

(annoyed)

“What does it matter? You trusted me once before, and I helped you on your suicide mission. Trust me again.”

Conversation option: “No.”

Shepard

“Morinth, you and I both know your condition can’t be cured.”

(sternly)

“You may have hated you mother, but she was right. You know that.”

Morinth

“But...”

Shepard

“Killing Sha’ira will accomplish nothing but prove that you really are a monster. Is that what you want?”

Morinth

“Then what should I do, Shepard? Keep living this way, hunting like an animal.”

Shepard

“No. You helped me defeat the Collectors, Morinth. You’re a survivor. That’s why I chose you.”
(pauses)

“Help me taken down the Reapers. You’re powerful, Morinth, more powerful than your mother. I could use you.”

Morinth

(exhales)

“You’re right, Shepard. I’m sorry. I am better than this.”

(pauses)

“Would you tell, tell Sha’ira I’m sorry and I...”

Shepard

“What?”

Morinth

“Nothing. See you on the other side then, Shepard.”

Morinth walks away.

Mission part one complete: 5 paragon points, 9 reputation points, and Morinth war asset (10).

Note: Shepard must return to Sha’ira to fully complete this mission.

Conversation option: “What do you need from me?”

Morinth

“Tell me where she is?”

Shepard

“She is in disguise on the docks.”

Morinth

“Very good. I’ll find her. I know her scent.”

Morinth steps forward and presses up against Shepard.

Morinth’s eyes flair up a little.

Morinth (cont’d)

“Thank you, Shepard. I owe...”



Shepard can kiss Morinth.

Morinth

“Why Shepard, it seems I am more powerful than I thought.”

Shepard

(mesmerized)

“I want you, Morinth.”

Morinth
“Good.”

Morinth steps back.

Morinth (cont'd)
“When this war is over, return to me. I will remain here, my sweet.”

Morinth walks off.

Note: Shepard gains 2 renegade points.

Note: This does not effect any current romance.

(Dialogue continued; no interrupt.)

Morinth (cont'd)
“...you again. Maybe some day you'll allow me to make it up to you.”

Shepard
(sternly)
“Unlikely.”

Morinth
“Pity.”

Morinth walks off.

Mission complete: 5 renegade points and 9 reputation points; no war assets awarded.

Note: This will end the mission. Shepard will not encounter Morinth again and Sha'ira will no longer be present in the Docks: Holding Area.

Returning to Sha'ira (Shepard was paragon in ME2)

Shepard returns to Sha'ira after convincing Morinth to leave her alone.

Sha'ira
“Commander...is, is she dead?”

Shepard
“She won't be bothering you ever again, Sha'ira.”

Sha'ira
(sad)
“I see.”

Shepard
“What happened between you two?”

Sha'ira
“Morinth came to me a broken soul. I offered her comfort.”
(softer)
“My people see Ardat-Yakshi as abominations, even I struggle to see beyond their affliction, but there was still capacity for good in her. If only she trusted herself enough to embrace it.
(pauses)
“But that is in the past, Commander, now I offer you a gift.”

Shepard
“A gift?”

Sha'ira

"A gift of words."

Sha'ira steps forward and presses up against Shepard.

Sha'ira (cont'd)

"A pure heart, a virtuous heart, will serve as a shining torch through the darkest night..."



Shepard can kiss Sha'ira.

Sha'ira

"Shepard, that...that was most welcome."

Shepard

"Be with me, Sha'ira "

Sha'ira steps back.

Sha'ira

"On this I swear, my champion."

(pauses)

"Win this war...then return to my embrace, dear Shepard."

Sha'ira walks off.

Note: Shepard gains 2 paragon points.

Note: This does not effect any current romance.

(Dialogue continued; no interrupt.)

Sha'ira (cont'd)

"...do not waver from your heart's path and you will find your way into the embrace of the goddess."

Sha'ira steps back.

Sha'ira (cont'd)

"Farewell, Shepard."

Sha'ira walks off.

Mission part two complete/mission complete: 2 paragon points and 3 reputation points.

Returning to Sha'ira (Shepard was renegade in ME2)

Shepard returns to Sha'ira after convincing Morinth to leave her alone.

...

Shepard

"What happened between you two?"

Sha'ira

"Morinth came to me a broken soul. I offered her comfort."

(softer)

"My people see Ardat-Yakshi as abominations, even I struggle to see beyond that, but there was still capacity for good in her. If only she trusted herself enough to embrace it.

(pauses)

"But that is the past, Commander, now I offer you a gift."

Shepard

“A gift?”

Sha'ira

“A gift of words.”

Sha'ira steps forward and presses up against Shepard.

Sha'ira (cont'd)

“Wickedness dims the mind's eye, blinding you to the perils that lay ahead. Do not succumb to the evils of this world for the goddess disfavors those who stray from the path.”

Sha'ira steps back.

Sha'ira (cont'd)

“Good luck to you, Commander.”

Sha'ira walks off.

Shepard

(under his/her breath)

“What the hell did that mean?”

Mission part two complete/mission complete: 2 paragon points and 3 reputation points.

Morinth on hologram (Shepard did not renegade interrupt)

As with all former squadmates Shepard has the option to interact with Morinth on hologram before the final battle on Earth.

Shepard steps up to the hologram pad.

Morinth materializes.

Morinth

“Shepard. You're a little late to the party. “

Shepard

(cocky)

“Just fashionably late.”

Morinth

“So they tell me those mutated Asari are Ardat-Yakshi.”

Shepard

“Yeah, there are.”

Morinth

(menacing)

“That makes me mad.”

Shepard

“Good. We'll need that.”

Morinth

“And Shepard, thanks.”

(meaningful)

“Thanks for giving this monster a chance.”

Shepard

“Sure, Morinth.”

Morinth

“Now let’s kill them all...”

Morinth’s signal ends.

Morinth on hologram (Shepard did renegade interrupt)

...

Morinth

“So they tell me those mutated Asari are Ardat-Yakshi?”

Shepard

“Yeah, there are.”

Morinth

(menacing)

“That makes me mad.”

Shepard

“Good. We’ll need that.”

Morinth

“And Shepard.”

(sultry)

“If we survive this. I will be waiting, my pet.”

Shepard

(robotic)

“Yes, Morinth.”

Morinth’s signal ends.

Section 9

Downloadable Content

“None have possessed the strength in past cycles. Your own species could be destroyed with a single thought. But you are different. I have witnessed your actions in this cycle: the destruction of Sovereign; the fall of the Collectors. The Reapers perceive you as a threat. And I must understand why.”

- *Leviathan*

Mass Effect 3 has not been lacking in downloadable content. In fact, parts of the DLCs have actually been better than the original game. *Leviathan* rivals *Liar of the Shadow Broker*, with *Omega* a close second, but even so, all ME3 DLCs sputter and clunk at various points, especially *Citadel*. But not because of the main plot, that is masterful – and I don’t even like clone stories – it’s all the goofy shit that comes later on that wrecks *Citadel*.

Mass Effect 3: Vindication builds on each DLC, like *Leviathan* joining the epic space battle, *Omega* gets a new cut-scene and new squad banter, and – among other things – Cortez is now available as a squadmate in *Citadel*. I also expand on Shepard re-romancing Kelly and I had to adjust *Citadel* to accommodate ME3V’s new romances with James and Khalisah al-Jalini. More on that to come!

So here’s my spiel on *Citadel*: aside from the main plot, a lot of *Citadel* feels crammed into the game, out of place, and a veiled attempt by BioWare to atone for the botched endings. But, I can’t simply say: “Just get rid of all that crap and be done with it!” Ugh. It’s too late for that. Instead, what I did is work *around* all the cornball stuff. Not easy...

Now, what ME3V *doesn’t* do in this section (or at all) is address the *Extended Cut* DLC separately. Yes, technically it is a DLC, but *Extended Cut* is best considered as part of the original game. Examining it separately would be disjointed and confusing. Not that ME3V is the most straightforwardly written thing! Again, thanks for reading.

From Ashes DLC

From Ashes delivers the inconceivable: a Prothean. No, not the twisted remnants of a Prothean in the form of a Collector. Instead, we get an actual *real life*, living and breathing, Prothean: Javik. Javik is great – no complaints here. But the problem with *From Ashes* is that it reveals too much, too soon.

ME3V holds back all those cut-scenes showing the Protheans’ final moments; saving our first glimpse of a Prothean, Javik, until he comes bursting out of his stasis pod. Listen to the soundtrack. The music is uplifting, and heroic, as Javik rises into the light of a brand new day...a brand new cycle! Casually watching a few Protheans rush to their stasis pods beforehand, spoils this would-be historic moment.

Seeing Shepard’s eyes glow green when he/she uses the consoles, and a few seconds of blurry images and static, is more than sufficient to transfer all that information into Shepard’s brain. We don’t need to see the whole story right away. ME3V moves all those cut-scenes to the end (now one big, long cut-scene). It triggers when Shepard touches Javik on the shoulder, *then* we see everything. Doing this doesn’t affect the continuity of the mission, but massively improves the big reveal!

Crewmembers react to Javik

Most Mass Effect DLCs suffer from a chronic problem: not every character reacts to the new events (content, plot, etc.). In *Liar of the Shadow Broker*, Garrus and Tali apparently do not notice that Liara, their former crewmate and friend, rejoins the team. Huh?

I know. I know. This is pretty much par for the course when it comes to DLCs in general (for most video games). DLCs are often tangential to the main story, but, the point of ME3V is to go above and beyond – I fill in as many blanks as possible – and unearthing a Prothean is sort of a big deal. All crew members should react.

So after digging up Javik, ME3V gives members of the Normandy crew who lack dialogue about Javik in the original game some new banter.

New dialogue

Shepard initiates conversation.

Dr. Chakwas

“Shepard, we should take care with our newest crew member. I have no medical supplies to treat a...Prothean. Hmm...”

(pauses)

“I all my years of practicing medicine, I never thought I’d be saying that.”

Dr. Michel

“Commander, I don’t supposed you could find out what DNA the Prothean has. It would make treating any injuries he sustains easier.”

(pauses)

“Hmm. Maybe he could provide a stool samp—never mind...”

Khalisah

“Hmm. A Prothean, huh? I’m not even going to ask...”

(pauses)

“...even though it would *gabillion* my ratings.”

Adams

“Commander, don’t suppose that Javik knows anything about quantum mechanics? Because the drive core keeps making this ‘clicking’ sound.”

Ken and Gabby

Ken and Gabby have a brief exchange.

Note: If only Ken survived into ME3, he says nothing.

Gabby

“Kenneth, did you hear we have a real live Prothean aboard the ship?”

Ken

“Yes. Adams says he has four eyes. I wish I had four eyes.”

Gabby

“Why?”

Ken

“So I could—.”

Gabby

“What!”

(sternly)

“Kenneth, I don’t want to know.”

Leviathan DLC

Leviathan is a great DLC, filled with danger, desperation, and intrigue; very reminiscent of the hunt for Saren in ME1. What could kill a Reaper? Here, Shepard is searching for a rogue Reaper, but instead, he/she finds the last of the Reapers' creators...the first race, the "apex race." Heady stuff!

But *Leviathan* falls flat at the end. Recruiting Leviathan into the battle of all time should be more evident. Yes, a 400 war asset via the Reaper Enthralment Teams is helpful, but it is also very unseen. Leviathan needs a more high-profile role as the ending of the game unfolds.

Leviathan: Saves the Crucible

ME3V adds a new cut-scene to the epic space battle. At some point during the battle, a Reaper will make a beeline for the Crucible, but roaring out of the darkness, Leviathan will intercept the Reaper and crush it before our very eyes. **See concept art 31.** Leviathan will die – a noble end for the first race.

I know what you're saying, "Leviathan lives underwater. What is it doing flying in space?" Simple. I say they can fly. The Leviathan calls itself the "apex" race...it can fly, period.

New cut-scene

Aboard Admiral Hackett's flagship.

Radar scan blips an incoming Reaper.

Radar Technician turns around quickly.

Radar Technician

(yells)

"Admiral! Reaper on collision course with the Crucible!"

Admiral Hackett

"Damn it."

Hackett slams his hands on the console.

Hackett talks into the intercom.

Admiral Hackett (cont'd)

"All ships, intercept that Reaper. Protect the—."

Leviathan roars out of the darkness.

Admiral Hackett (cont'd)

"What the hell is that?"

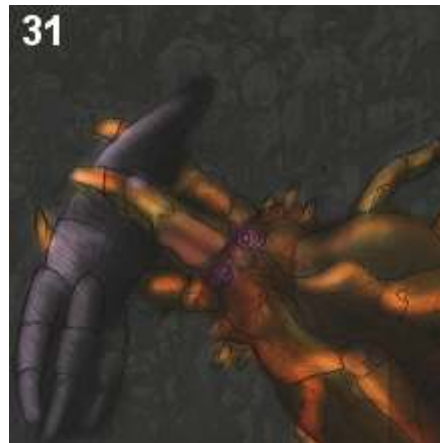
The Leviathan crashes into the Reaper.

Leviathan crushes and mangles.

The Reaper explodes, taking Leviathan with it.

...

Note: Space battle then continues as scripted.



Leviathan: Crewmembers react to Leviathan

Hunting a reaper killer is just too awe inspiring for crewmembers *not* to take notice. So like *From Ashes*, ME3V gives the rest of the crew new dialogue during the events of Leviathan. It begins after rescuing Ann Bryson.

New dialogue

Shepard initiates conversation.

Dr. Chakwas

"After you've finished assisting Dr. Bryson, Commander, I'd like to run complete psychological evaluations on the crew..."

(pauses)

"...especially Joker."

Dr. Michel

"Commander, EDI informed me of your mission. Please come see me if you begin to feel any...tingling sensations."

Joker

"So a Reaper killer, huh? Sounds like you two have something in common."

(chuckles)

"Hey! Maybe you should start a club?"

Traynor

"Commander, if Leviathan really can influence our thoughts, how do we know we aren't already under its control? I mean, maybe right now we're doing exactly what it—"

(shudders)

"Never mind, I don't want to think about—"

(shrieks)

"Ah! It's already too late."

Allers

(sarcastically)

"I'm just going to pretend I haven't *heard* any talk about a Reaper killer..."

(coily)

"...even though it might be the biggest story of...my...life...time."

Khalisah

"Reaper killer, huh, Shepard? Should I even bother asking?"

(deadpan)

"Yeah...that's what I thought."

Adams

"Shepard, Cortez told me about that energy pulse. Thanks for not radioing in the Normandy. We don't have the equipment or manpower to fix damage like that."

Ken and Gabby

Ken and Gabby have a brief exchange.

Note: If only Ken survived into ME3, he says nothing.

Ken

"Gabby, did you hear about this Reaper killer we're hunting? EDI says it can take control of our wee minds."

Gabby

"Yeah. But I wouldn't worry, Kenneth, I think you're immune."

Ken

"Immune—what? I don't understand."

Gabby
(coyly)
“Exactly.”

Leviathan: Conversation with James before diving

If Shepard brings his/her romance along to 2181 Despoina, right before the dive down to Leviathan the dialogue between them is altered to accommodate the relationship. Since ME3V gives fem-Shep the option of romancing James, new dialogue between them is required.

New dialogue with James

...

Shepard walks the diving mech over.

James

“Whoa...come on, Shepard. You can't be serious about this plan?”

The mech's hatch opens.

Shepard

“We've come too far to stop now. The way home is through Leviathan.”

James

“Lola, this is crazy. There's got to—.”

Shepard

“I'll be fine, James, just keep this area clear.”

James sighs.

Cortez

“Okay, seals check out. Oxygen pressure is normal. Systems are a go.”

(pauses)

“It's as ready as I can make it.”

...

Leviathan: Conversation with James after diving

After the dive, aboard the shuttle, ME3V gives James new dialogue when Shepard regains consciousness.

New dialogue with James

...

James kneels over Shepard.

He scans Shepard with his omni-tool.

James

(shocked)

“Dios! She's freezing.”

Shepard coughs and wakes up.

James (cont'd)

“Lola, you okay?”

Shepard

"Yeah...yeah. I'm fine. Hell of a headache."

Shepard takes a seat.

James stands up.

James

"Damn it, Lola. Don't pull that shit again."

Cortez

"I've got Ann Bryson on the com."

...

Omega DLC

Aria said she'd employ violence to take Omega back from Cerberus and she didn't disappoint: a ragtag fleet, an army of pissed-off thugs, and oh yeah, Commander Shepard. Omega is my favorite hub world in the Mass Effect series, so a DLC that let's players fight through it, especially alongside its queen bitch, was undeniably cool. However, Omega hits a few skids, most notably Aria returning to the Citadel after taking Omega back.

ME3V leaves Aria on Omega, substituting one of her cronies in her place in Purgatory. Also, I add a new cut-scene before Shepard heads off to Aria's house, and squadmate reactions when Shepard completes *Omega*.

Omega: Shepard, this is crazy

In ME3V, Shepard's crew members are not oblivious to Shepard's sudden diversion to Omega. Instead, a brief cut-scene is added before Shepard boards Aria's ship.

Note: The cut-scene will only include James and EDI, as they are always crew members, not effected by previous events, e.g. not dying in ME2.

Note: James's dialogue will be slightly altered if Shepard is in a romance with him (ME3V).

New cut-scene (no romance with James)

After selecting Aria's fleet on the galaxy map, this new cut-scene ensues.

Shepard prepares his/her gear in the Shuttle Bay/Armory.

James and EDI gather around him/her.

James

(angry)

"Shepard, this is loco. Let me come with you."

Shepard checks his/her pistol – doesn't look up.

Shepard

"I'm going alone, James."

EDI

"Shepard, I have monitored Cerberus transmissions. Omega is guarded by a large concentration of warships. The Normandy's stealth drive offers the safest course to approach the station."

Shepard

"I won't risk it. EDI, if something happens to the Normandy, we could lose everything we've already accomplished."

James slams his hands on the table.

James

(angry)

"Damn it! Then we call Hackett, an Alliance fleet can—."

Shepard looks up.

Shepard

(sternly)

"Enough, James! That's an order."

James hangs his head.

Shepard looks at the ceiling.

Shepard

"Joker, the ship is yours. If anything happens, get to Admiral Hackett immediately. Understood?"

Joker

(over intercom)

"Roger that, Commander."

Shepard turns and walks off to the shuttle.

James storms off.

...

New cut-scene (romance with James)

...

James

(angry)

"Damn it! Then we call Hackett, an Alliance fleet can—."

Shepard looks up.

Shepard

(sternly)

"James, enough! That's an order."

James

(softly)

"Shepard, please."

Shepard

"I'll be fine, James."

James hangs his head.

Shepard looks at the ceiling.

Shepard

"Joker, the ship is yours. If anything happens get to Admiral Hackett immediately. Understood?"

Joker

(over intercom)

“Roger that, Commander.”

Shepard turns and walks off to the shuttle.

James storms off.

...

Omega: Aria leaves the Citadel

The biggest trouble spot in *Omega* occurs after completing the DLC, with Aria returning to Purgatory. From a storyline point of view, it doesn't make much sense. Why would the Aria zip back to the Citadel – which she supposedly hates – so soon after retaking her dominion? She says, “Since we took back Omega, I've been consolidating my resources for the war. It's a little easier to coordinate from here. So, Unfortunately, I'll be slumming it on the Citadel for the time being.” What the fu—!?!

Sorry, but this is too hard to swallow; tastes like ryncol. The reason for it is likely a gameplay issue. Aria returns to Purgatory to help facilitate the finish of her mercenary side missions: Aria: Blood Pack, Blue Suns, and Eclipse – if you chose not to complete them before rushing off to Omega.

In ME3V, Aria does not return to the Citadel. Instead Ahz, her salarian tech expert, is sent to the Citadel as an envoy to assist with completing the mercenary missions. It sacrifices Aria's in-mission dialogue, but putting Aria back in Purgatory is the bigger faux pas.

Additionally, Aria staying off the Citadel grants her an epilogue in ME3V, i.e. she doesn't die when the Reapers assume control of the Citadel. However, if you do not complete/play *Omega*, she will be presumed dead.

Omega: Email from Ahz

After arriving back on the Normandy, Shepard will receive an email from Ahz notifying him/her that he is waiting in Purgatory.

From: Ahz

Subject: Meet me in Purgatory

Shepard, Ahz here. Aria sent me to help with recruiting the mercenary groups. Find me in Purgatory.

- Ahz

Omega: Meeting Ahz in Purgatory

Ahz stands in front of the couch where Aria was previously seated.

Ahz calls out to Shepard.

Ahz

“Commander Shepard, over here...Commander!”

Shepard initiates conversation.

Ahz (cont'd)

“Shepard. Aria said I would find you here.”

Shepard

“Ahz? What are you doing here?”

Ahz

"Aria's busy rebuilding Omega. No time to slum it here."

(pauses)

"Although the scenery isn't too bad."

Ahz ogles an asari stripper.

Shepard

"How is it on Omega now?"

Ahz

"A lot to do. Restoring infrastructure. Setting up supply lines. Coordinating workers. Killing the remaining Cerberus forces. Fun stuff."

Shepard

"If anyone can get it done, it's Aria."

Ahz

"No kidding."

(pauses)

"Anyway, Aria said you still have outstanding business with the merc groups on the Citadel. I'm here to help you tie up loose ends."

Shepard

"I'm working on it."

Ahz

"Good."

Ahz nods.

Ahz (cont'd)

"You know what to do then. Stop by and see me when you're done and I'll relay the news to Aria."

Ahz stands with his fingers to his ear.

Note: If Shepard interacts with Ahz in between completing the mission, he will continually reply, "I'll be here, Commander...enjoying the view."

Omega: Aria: Blood Pack

Not much to change here, as Aria is not involved in the unfolding of the mission, so it proceeds exactly as scripted in ME3. But in ME3V, Ahz will have a unique line of dialogue when Shepard reports back to him.

Shepard interacts with Ahz.

Ahz

"Great work, Commander. Narl just reported in. The Blood Pack is ready. I'll relay the message to Aria."

Omega: Aria: Eclipse

Just like the Blood Pack, Aria isn't involved in the body of this mission, so the only change is Ahz's new dialogue if Shepard returns to him.

Shepard interacts with Ahz.

Ahz

"Eclipse is set to go, Shepard, calling Aria now."

Omega: Aria: Blue Suns

Recruiting the Blue Suns holds the most revisions, in particular, the conversation with incognito Blue Suns leader Darner Vosque. Some of Vosque's dialogue is cut; specifically the bit about Aria's blue ass – admittedly a tough call – and obviously all of Aria's in-mission dialogue is gone too.

Ahz will fill in as necessary to ensure the mission concludes accordingly: either killing General Oraka, or assisting him secure black market weapons.

New dialogue (helping General Oraka)

Shepard finishes conversing with Darner Vosque in the Docks: Holding Area.

...

Darner Vosque walks off.

Shepard calls Ahz.

Ahz

(over omni-tool)

"Commander, can I help you?"

Shepard

"Darner Vosque expects me to Kill General Oraka."

Ahz

"Yes. Aria told me."

Shepard

"You knew about this?"

Ahz

"Aria is hoping it won't come to that. She'd prefer things not get messy."

Shepard

(unamused)

"Uh huh."

Ahz

"You're both military, Commander, Oraka respects you, maybe you can convince him to back off?"

Shepard

"And if I can't?"

Ahz

(chuckles)

"Just call me back."

...

Shepard chose to help General Oraka and gave the artifacts to Kannik.

Shepard returns to Purgatory.

Shepard interacts with Ahz.

Ahz

"Fantastic, Commander. Vosque is dispatching his men now. I'll call Aria."

...

New dialogue (killing General Oraka)

Shepard finishes talking to General Oraka.

...

Shepard

“Excuse me, General.”

Shepard walks away.

Shepard calls Ahz.

Shepard (cont'd)

“The General won’t listen to reason. Take him out.”

Ahz

(over omni-tool)

“Damn. Aria thought you could spare him.”

(pauses)

“Regardless. We’ll handle it. Thanks, Shepard.”

...

Shepard returns to Purgatory.

Shepard interacts with Ahz.

Ahz

“Fantastic, Commander. Vosque is dispatching his men now. I’ll radio Aria.”

Omega: All mercenary groups recruited

Once Shepard completes all three Aria missions on the Citadel, return to Ahz and he will say goodbye.

Shepard interacts with Ahz.

Ahz

“Shepard, all mercenary groups are ready and accounted for. Aria sends her thanks.”

(pauses)

“Well, goodbye, Commander. I’m heading back to Omega. Good luck.”

Ahz walks off.

Omega: Adjutants under Cerberus control

Adjutants, the revolting monstrosities from beyond the Omega 4 Relay, make their in-game debut in *Omega*. The role of the Adjutants in *Omega* is perfectly fine, but their physical appearance is lacking. No, not the feral ones roaming the mines, rather the ones under Cerberus control. **See concept art 32.**

No major revisions, really. The Adjutants themselves look exactly the same, all ME3V does is add some Cerberus hardware that ensures they stay under control; not to mention, *look* under Cerberus control.

Note the glove that looks like Cerberus armor – i.e. bulky and heavy – and the scary facemask. Both are merely cosmetic changes, but they better sell the idea of Cerberus turning these mutants into allies, and differentiates them from the uncontrollable monsters found in the mines. They still fight, and do everything else the same.



Omega: Conversation with the Illusive Man

The Illusive Man just lost his stronghold on Omega, but he's none-the-wiser during his conversation with Shepard that occurs aboard Cronos Station just before the fight with Kai Leng. Taking Omega was a major coup for Cerberus, and Shepard just turned it into a major loss. How can the all-knowing Illusive Man *not* mention this?

ME3V adds some new dialogue to accompany the completion of Omega, putting it in sync with the rest of the game. It varies depending on whether or not Petrovsky lived or died. If you never played Omega, this extra dialogue never happens, and the conversation proceeds as scripted in ME3.

New dialogue (Oleg Petrovsky is dead)

...

Illusive Man

"Cerberus isn't just an organization or the people behind it. Cerberus is an idea."

The Illusive Man takes a drag off his cigarette.

Illusive Man (cont'd)

"That idea is not so easily destroyed."

Shepard

(sinisterly)

"Go to tell that to your General...Petrovsky is dead."

Illusive Man

"Petrovsky served his purpose. As did you."

(pauses)

"Besides, I've already acquired what you're looking for."

Shepard

"EDI?"

...

New dialogue (Oleg Petrovsky is alive)

...

Illusive Man

"Cerberus isn't just an organization or the people behind it. Cerberus is an idea."

The Illusive Man takes a drag off his cigarette.

Illusive Man (cont'd)

"That idea is not so easily destroyed."

Shepard

(sinisterly)

"Give it time. Petrovsky surrendered to the Alliance."

Illusive Man

"Petrovsky knows nothing...even less than you."

(pauses)

"Besides, I've already acquired what you're looking for."

Shepard
"EDI?"

...

Omega: Commanding Aria and Nyreen

Like all other squadmates that fight side by side with Shepard, both Aria and Nyreen need a variety of in-combat dialogue; including responses to Shepard's orders, like follow, move, and attack. Here goes...

Aria

Encountering enemies:

"Shepard! Heads up."

"Assholes ahead."

Fighting *(Note: Aria already has a couple lines here. ME3V adds two more.)*

"I'll tear you apart!"

"You're dead."

Flare

"Now *that's* pretty!"

"Burn, you fucker!"

Carnage

"Hurts, doesn't it?"

Reave

"Your ass is mine."

About to go down:

"*Ugh*. I'm not going out like this."

"*Fuck*...this hurts."

Revived:

"Well...that sucked."

"Thanks, Shepard."

Reviving someone:

"On your feet, Shepard."

"Come on, Nyreen, get up!"

Fighting over automatic revival:

"Damn it! Come on. Let's get moving."

Follow:

"Yeah, Shepard."

Move over there:

"On it."

Attack target:

"Die, fuckhead!"

Nyreen

Encountering enemies:

"Tangos ahead!"

"More Cerberus."

Fighting:

"Suppressing fire!"

"They're scattering."

"Aria, watch the flank."

"Having fun, Aria?"

Lift Grenade:

"Grenade away."

"I love watching things explode!"

Overload:

"Taking down their shields."

Incinerate:

"Burn, you bastards."

Biotic Protector:

"Just stay still."

About to go down:

"Ugh...I'm wounded."

"I'm...going down."

Revived:

"Didn't think you cared, Aria."

"Thanks, Commander."

Reviving someone:

"Come on, Aria, let's move."

"Shepard, get up."

Fighting over automatic revival:

"Let's hope that doesn't happen again."

Follow:

"Ten-four, Commander."

Move over there:

"Yes, Shepard."

Attack target:

"Target sighted."

Omega: Squadmate reactions after Omega

More picky-picky here, but in the name of consistency I've included lines of dialogue for all Shepard's squadmates; plus for Joker, Traynor, Allers, and Khalisah (ME3V); after Shepard completes *Omega*.

Shepard initiates conversation.

Garrus

“Nyreen Kandros.”

(pauses)

“Shepard, remember my story about reach and flexibility?”

(chuckles)

“Anyway...shame to see her go. Nyreen was a good soldier.”

Lara

“I used to think Aria T’Loak was the worst example of an Asari Matriarch.”

(pauses)

“But an Asari with limitless connections and resources...I guess we have a lot in common.”

Javik

“It was stupid to divert to this...Omega, Commander, the criminals should have left it rot. All our attentions must be focused on the Reapers.”

Tali

“Taking back Omega all by yourself, Shepard, I still think it was a bad idea, but you’ve gotten yourself into bigger messes before.”

James

“Damn, Shepard, sounds like I missed a hell of a fight on Omega. Ha! Speaking of fights on Omega, this one time this asari stripper and I—.”

(chuckles)

“Maybe I shouldn’t tell you...”

Kaiden

“I’ve never been to Omega. But criminals, guns, and now Cerberus and monsters...don’t think I’ll be planning a trip anytime soon.”

Ashley

“Aria T’Loak...not exactly a beacon of virtue in the Galaxy, but I guess Omega is better off in her hands than Cerberus.”

Joker

“Great job taking Omega back, Shepard. This war could always use more strippers.”

Traynor

“Aria T’Loak is more resourceful than Alliance intel suggests. How did she manage to hide an entire fleet so close to the Citadel?”

(pauses)

“I guess we’ll never know.”

Khalisah

“Don’t suppose you want to talk about Omega, hunh?”

(pauses)

“Yeah, I didn’t think so.”

Allers

“I used to work on Omega. It put me through college. I was a—.”

(stammers)

“A bartender...that’s right! I was a bartender.”

Adams

“I met my ex-wife at Afterlife...should have know better.”

Dr. Chakwas

“Commander, I recommend thorough hand washing after visiting Omega.”

Dr. Michel

“After university I worked at a clinic on Omega...needless to say, I prefer the wards.”

Ken and Gabby

Ken and Gabby have a brief exchange.

Note: If only Ken survived into ME3, he says nothing.

Ken

“Omega...aye, Shepard?”

(pauses)

“Gabby, remember your birthday party at Afterlife?”

Gabby

(nauseated)

“Ugh...how could I forget?”

Omega: Aria and Nyreen flip around

Here's a quick bug. In the Talon base, when Aria first addresses the people of Omega, her and Nyreen have a nasty case of “spinning disease.” They flip around wildly during the dialogue/cut-scene stuff. Maybe a little C++ magic can fix that? Or whatever you use...

Citadel DLC

I'm not sure if I can “revise” the *Citadel* DLC. The mission itself, investigating Shepard's would-be assassins, then tracking down and killing Shepard's clone, is totally awesome. I can honestly say I have no gripes with any of that. The squad unity during the mission – and getting Wrex back! – is cooler than cool, but once again, it's all the goofy shit later on that throws me for a loop.

Yes, Citadel is filled with touching moments; excellent cut-scenes and bits of closure, but it all feels so crow-barred into the game. Here we are in the middle of the war to end all wars, and with every wasted moment spent on “shore leave” countless people die...a “house party” seems *slightly* irresponsible. Don't you think?

Don't get me wrong, Sunset Strip is filled with neat places to explore, wonderful interactions with all your friends, romances, squad members and crewmates, but it's all desperately out of place. Again, I couldn't help but feel these bits of closure and camaraderie were simply jammed into a DLC to atone for the lack of such stuff in the original game, even with *Extended Cut* downloaded.

So what can I say? Enjoy Citadel for its charm and *Ocean's Eleven*-like bonding moments...and just ignore that whole galaxy-wide genocide, end of all existence thing – no biggie!

Citadel: Romances

BioWare focuses heavily on romances in the Citadel DLC, even adding a sorta-romance with James...which totally screwed up *my* James romance! My fault for taking a long time to finish this freaking thing (Mass Effect 3: Vindication). Pft! I'll just *pretend* BioWare stole the idea from me; after all my original trailer for ME3V, which includes the James romance, was released way before Citadel. *Wink, wink.*

Anyway, you'll find the new romances in *Section 10: New Romances*.

There is, however, one Mass Effect romance that gets short shrift in *Citadel*; our favorite pansexual yeoman: Kelly Chambers. All other romances get their due, even Thane with his memorial – which gave me *such* douche chills, sorry BioWare – is given a final send off. But, poor Kelly, the empathic psychology major, is left out in the cold. So to rectify this I cooked up an appropriate, yet risqué, playtime with Kelly – to, ahem...*bid* her farewell.

If Shepard does reignite the flames of passion with Kelly, she'll later become a war asset. Additionally, Shepard will have a chance to say goodbye to Kelly on Earth via hologram.

Citadel: James romance: “Having a bad day, Shepard?”

Now that Shepard can have a full blown romance with James, new content/dialogue for James has to be added at key points during the *Citadel* play-through, like after Shepard crashes through the sushi restaurant, the “having a bad day” moment, at the party, and then waking up next to James the morning after. Overall, the dialogue becomes more romantic.

The whole team is on the way...

...

Shepard fell through the sushi restaurant and begins his/her escape.

Shepard drops down.

Fights some CAT6 mercenaries.

James

(over radio)

“Lola, can you hear me? You alright?”

Shepard

“I’m fine. Might need a little back.”

James

(over radio)

“Shit, Lola, Joker told me what happened. Don’t worry, one James...Vega...is on his way.”

Brooks

(over radio)

“Excuse me, who is this? You’re on an unsecured channel, and you’re putting Commander Shepard in danger.”

James

(over radio)

“What? Who the hell are you?”

Shepard

“Hang on. Joker mentioned Staff Analyst Brooks, yes? That’s her.”

(pauses)

“Everybody play nice.”

...

Shepard uses his/her Spectre Access to override the door.

...

Merc Trooper

“Shepard’s down there. Open fire!”

Shepard

“Damn it!”

James

(over radio)

“Lola, what the hell did you do? These guys sound pissed!”

Shepard

"It's all under control."

Garrus (or other squad member)

(over radio)

"Is that some kind of alarm? What's going on?"

Shepard

"Thought I'd make things more interesting."

Garrus (or other squad member)

"Of course you did."

James

(over radio)

"Shepard. Brooks just sent me the NavPoint for the skycar lot. Hang on. I'm coming!"

Shepard

"Good."

James

(over radio)

"Lola. What can you tell us about these assholes?"

Shepard

"They have guns and don't like me?"

James

(over radio)

"Yeah. Thanks, Lola."

Brooks

(over radio)

"Commander, it would really be great if you could stay off the comm."

...

Having a bad day?

Shepard enters the skycar lot.

James handles the mercs.

James

(coyly)

"Bad day, huh, Lola? You okay?"

Shepard

"Yeah, I'm good."

James

"The landing pad's just over there, but it's behind a locked gate."

Shepard

"Let's look for a control panel."

Shepard walks off.

James "checks out" Shepard.

James

"Damn, Lola, looking good."

(pauses)

“Uh, yeah, control panel, right.”

Shepard and James head for the control panel.

James (cont'd)

“So Lola, a fish tank...you really fell through a fish tank?”

Shepard

“We’ll talk about it later.”

James

“You look good all wet.”

Shepard

(annoyed)

“We’ll talk about it later.”

Shepard interacts with the gate controls.

It’s locked.

Shepard raises her gun.

Shepard

“Stand back.”

James lowers Shepard’s gun.

James

“Hold on, Lola.”

James taps on the glass.

James (cont'd)

“Hey buddy, mind opening the door? Please...”

Gate unlocks.

James (cont'd)

“Thanks, amigo.”

Skycar Manager

(terrified)

“Please leave.”

James turns smugly towards Shepard.

Shepard

(dejected)

“Well, I could have done that.”

...

James shoots down the shuttle (Wrex is dead)

CAT6 shuttles flies in.

Mercs open fire.

Shepard and squadmate dash to cover.

James

“Lola!”

James fires a missile at the shuttle.

Shuttles blows up.

James (cont'd)

“Yeah! That’s how it’s done!”

Shepard

“James, get down here!”

James

“On my way.”

Shepard grabs the Geth Spitfire.

James runs over.

James (cont'd)

“Lola...you okay?”

Shepard

“I’m better now.”

Shepard winks at James.

James smirks.

...

After the fighting

...

Back at Shepard’s apartment.

Wrex (or other squadmate)

“Someone want to tell me what’s going on here?”

James

“Dios. Who were those guys? They were heavily armed *and* had access to C-Sec shuttles.”

Shepard

“I don’t know. I’ve never seen them before.”

Brooks

“I can’t believe you survived all that. They had guns! And grenades! And those drone things!”

Shepard is about to call Bailey.

Shepard

“It’s all right. I’m calling Commander Bailey; see what’s going on with C-Sec.”

Brooks

“Okay, that sounds...wait! Wouldn’t that just make whoever you contact a target, too?”

James

“She’s got a point, Shepard.”

(pauses)

“We better keep quiet until we know more.”

Shepard

“Okay, for now, we run this ourselves.”

Brooks

“Right. Ourselves. On our own. Outside the law. Okay. Yeah.”

...

Wrex (or other squadmate)

“Explains why they need you dead, Shepard. Nothing to stop them until the damage is done.”

...

Conversation wheel pops up.

...

Shepard

(or other conversation option)

“Okay, let’s figure out who they are and shut them down.”

(pauses)

“Ideas?”

James

“What about that gun you picked up? Looks new to me.”

Wrex (or other squadmate)

“For such a tiny thing. It packs a punch. Never seen anything like it before.”

...

Citadel: At the party

During phase two of the party, whether you’re keeping it mellow or wild, when Shepard interacts with James, he will make a naughty comment to Lola.

...

James sits on the couch.

Shepard initiates conversation.

James

“Don’t tire yourself out, Lola...”

(coyly)

“...save it for later.”

Shepard chuckles.

...

The morning after

Shepard and James wake up.

James

“Wow! That was...”

Shepard

“Fun? Crazy? Wild?”

James
"Perfect. I think."

Shepard
"You okay, James?"

James smirks.

James
"Yeah..."
(contented)
"...I am."

Shepard gets up.

Shepard
"Good. Now get your ass up and make me some eggs."

James
(chuckles)
"Yes, ma'am."

James gets up and walks off.

...

Citadel: Kelly romance: Kelly's email (Kelly asks to visit Shepard's apartment)

After disposing of the clone, Kelly will email Shepard asking if it is okay to stop by her apartment, provided that Shepard is in a romance with her. *Kelly's email will be in the first wave of emails.*

From: Felicia Hannigan

Subject: A night together?

Shepard, I heard about your new pad on the Sunset Strip. I'd LOVE to see it. Maybe invite me over sometime?

You bring the wine, and I'll bring a few surprises. Wink, wink.

*Love.
- Kelly*

Citadel: Kelly's surprise...surprises

Shepard is in the kitchen.

He/she uncorks a bottle of wine.

Doorbell rings.

...

Shepard opens the door.

Kelly and three scantily clad ladies stand before Shepard.

See concept art 33. (Swap in female Shepard as appropriate.)

(Kelly is also dressed provocatively. Her hair is dyed red again)



All the girls “o-o-h” and “a-h-h.”

Kelly

“Shepard!”

Shepard

(quizzically)

“Kelly. Who are your friends?”

Shepard looks the girls up and down.

They pose and wink at Shepard.

Girl #1

(seductively)

“Hey, Commander.”

Kelly

“Just a few of my friends...”

Kelly embraces one of the girls.

Kelly (cont'd)

(enticingly)

“...close friends.”

Shepard's jaw drops.

Kelly (cont'd)

(coyly)

“So I – we, were wondering if there's a party going on tonight...”

(direct)

“...is there?”

Shepard



Conversation option: “I just want you.”

Shepard

“Sorry ladies, but Kelly is all I need tonight.”

The girls moan and sigh.

Dejected, the other girls walk off.

Girl #1 (off camera)

“Have fun, Kelly.”

Girl #2 (off camera)

“Yeah, girl!”

Shepard

(playfully)

“So...you coming in?”

Kelly leaps at Shepard.

Shepard and Kelly fall to the ground.

They kiss vigorously.

FADE TO BLACK.

...

Conversation option: “Let’s party!”

Shepard

“Hell yeah!”

All the girls shriek.

Shepard steps to the side.

The girls all rush in.

Girl #1 (off camera)

(overjoyed)

“I can’t believe it!”

Girl #2 (off camera)

“This is gonna be so awesome.”

Kelly approaches Shepard.

She kisses Shepard on the cheek.

Shepard smacks her butt.

Kelly

“Ah!”

Shepard

(playfully)

“Get a move on, *you*.”

Kelly points at Shepard.

Kelly

“You’ll pay for that.”

Shepard

“I’m counting on it.”

Kelly saunters in.

Shepard smirks.

FADE TO BLACK.

Kelly (off camera)

“Crack open a bottle, girls!”

...

Citadel: Kelly can't make the party

Right after their night together, Kelly will say goodbye to Shepard and reveal why she can't attend the house party. I know, I know, it eliminates the possibility of a Liara, Shepard, Kelly sex-romp, but gaining a new war asset more than makes up for it – uh, right?

New dialogue

Shepard and Kelly stand by the door.

Kelly

"Thanks, Shepard. That was the...most amazing night of my life."

Shepard

"Better than dinner up in my cabin?"

Kelly smiles.

Kelly

"A tie."

Kelly smirks.

Kelly (cont'd)

"And Shepard, I'm sorry, but I can't make it to that party you talked about."

Shepard

"Oh. Why not?"

Kelly

"Admiral Hackett requested my assistance on the Crucible project."

(tenderly)

"All those scientists working day and night on the Crucible, someone has to make sure their mental health is okay. I *do* have a degree in psychology...about time I put it to good use."

Shepard

"I understand. They're lucky to have you, Kelly."

Kelly approaches Shepard.

They hold hands.

Kelly (cont'd)

"And Shepard, if these are our last moments together, I want you know that...I love you."

Shepard

"I love you too, Yeomen Kelly Chambers."

Shepard and Kelly kiss.

FADE TO BLACK.

Shepard is awarded the Kelly Chambers war asset: 5 points.

Note: After visiting Shepard, Kelly will no longer be present in the Docks: Holding Area.

Citadel: Kelly's email (Shepard did not invite Kelly up to his/her apartment)

If Shepard did not invite Kelly up to his/her apartment before completing Priority: Cerberus Headquarters, she will send Shepard the following email. Here Kelly will explain that she has joined Admiral Hackett's fleet; same as if she told Shepard in person at the apartment.

From: Felicia Hannigan

Subject: Sorry I missed you.

Darn. I wish had a chance to see your new place. Maybe when all this is over?

Anyway, I wanted to let you know that Admiral Hackett has asked me to join his ship to look after the mental health of his crew. So many of soldiers are suffering the hardships of this war. If I can do anything at all to ease their pain, then I have to try. Time to put my psychology degree to good use!

But don't worry, I won't be giving up that skin tight dancer's outfit anytime soon.

Always yours.

-Kelly

Shepard is still awarded the Kelly Chambers war asset: 5 points.

Citadel: Saying goodbye to Kelly on Earth

If Shepard re-romanced Kelly, he/she will be able to say goodbye to Kelly via hologram before no man's land.

Note: If Mordin is still alive, all spots on the conversation wheel will be occupied (provided all squad members survived ME2, and the new events in ME3V), if so "Kelly" will replace "Return" under "Investigate." It changes back to "Return" after you finish talking to Kelly.

Communications Tech

"Yes, Commander. Is there someone you'd like to reach?"

Shepard

"Kelly Chambers."

Communications Tech

"Certainly. I'll connect you now."

Kelly's hologram pops up.

Kelly

"Shepard! Thank goodness. I wasn't sure I'd get the chance...to say goodbye."

Shepard

(sternly)

"This isn't goodbye, Kelly."

Kelly

"I know. I know. I guess I just don't know what to say..."

Kelly wrings her hands.

Kelly (cont'd)

"...Shepard! You promise me that no matter what happens down there, you're coming back to me. You understand – promise?"

Shepard

"I...promise, Kelly. I'll move Heaven and Earth if I have to."

Kelly smiles

Shepard

"Good."

(coyly)

"And hey, when this is all over, I'll buy you a new outfit."

Kelly

"Deal."

(pauses)

"I love you, Shepard."

Shepard

"I love you too, Kelly...stay safe."

Kelly's hologram dissolves.

...

Citadel: Kelly's default email (Not playing the *Citadel* DLC)

Technically, this wouldn't be considered part of the *Citadel* DLC if you didn't play it, but I didn't know where else to stick this. So, what happens to the Kelly romance if you chose not to play the *Citadel* DLC? Hmm...

I'm throwing all you non-DLC players a bone here. In ME3V, if you re-romance Kelly, even without playing the *Citadel* DLC, she will survive the end of the game. Currently (i.e. in the original game), it is safe to assume Kelly died when the Reapers seized control of the Citadel. I'll spare you all that heartbreak.

Instead, after completing Priority: Cerberus Headquarters, Shepard will receive this email from Kelly, which is nothing more than a modified version of the one you just read, to accommodate *not* playing the *Citadel* DLC.

From: Felicia Hannigan

Subject: Good news!

Shepard,

I wanted to let you know that Admiral Hackett has asked me to join his ship to look after the mental health of his crew. So many of soldiers are feeling the hardships of this war. If I can do anything to ease their pain, then I have to try. Time to put my pysics degree to good use!

But don't you worry, I won't be giving up that skin tight dancer's outfit anytime soon.

Always yours.

-Kelly

Shepard is still awarded the Kelly Chambers war asset: 5 points.

Citadel: Sha'ira gets cut

Sha'ira the Consort returns in *Citadel*, but that creates a problem. In ME3V, both Sha'ira and Morinth are the principal characters in the new side mission "Consorting with the Devil", and one of the possible outcomes can mean Sha'ira's death. So for the sake of continuity, it was better to remove Sha'ira from *Citadel* altogether.

Citadel: Ken and Gabby at the party

Our favorite bickering love birds (remember to check in on them often) aren't part of the *Citadel* DLC either. So ME3V *sneaks* them in.

"Sneaks" is the operative word here, but in order for this to happen, Shepard had to have caught Ken and Gabby embracing one another below engineering before throwing the house party. If not, their "romance" takes place as scripted in ME3.

During phase three of the party – regardless of the tempo – Shepard will hear giggling and whispering coming from the first floor bathroom (the one by the stairwell), and the door will be locked shut.

fooling around in the bathroom

Shepard walks by the downstairs bathroom.

Shepard hears whispers and Gabby giggling.

Gabby

(giggles)

"Kenneth, we're going to get in trouble."

Ken

(whispers)

"Relax, girl, I slipped Vega some credits. We'll be fine."

Gabby

"What! Oh my god, Kenneth, you devil!"

Ken

(playful growl)

"Damn straight."

More giggles and whispers.

Note: Periodic whispers and giggles can be heard until Shepard interacts with the door.

Shepard interacts with the door. It doesn't open.

Shepard

(curious)

"Ken...Gabby?"

Gabby

(whispers)

"Shhh...the commander's outside."

Ken

"What? I didn't hear—."

Gabby

"I told you to be quiet. Now we're in trouble..."

(pauses)

"Uh...be right out, Commander."

Shepard

(chuckles)

"Ha! It's okay. Carry on, you two."

Ken
(loudly)
“Thanks, Shepard.”

Gabby
(scoldingly)
“Kenneth!”

Ken
“Now come here, girl.”

Gabby giggles.

Note: The giggling and whispering will eventually stop. The bit is over.

Citadel: Adams and Dr. Chakwas stop by

Ken and Gabby weren't the only ones left out of *Citadel*; Dr. Chakwas and Engineer Adams also get the shaft. Adams I can understand (kind of). He *did* turn his back on Shepard in ME2, but Dr. Chakwas? She's been a loyal friend all along, leaving her out is criminal. Sure, at one point during the house party, Traynor makes the comment that Dr. Chakwas is tied up with a medical emergency, and therefore she couldn't make it. Uh, no, fail!

Now, I could have left Adams out completely for bailing on Shepard, but he was right with Shepard in ME1 and did stand by his/her side during the Battle of the Citadel, so ME3V gives the affable engineer a second chance to make it up to Shepard. He and Dr. Chakwas have a special gift for their beloved Commander.

Dr. Michel will replace Dr. Chakwas if she did not survive the events of ME2.

And, for the sake of both continuity and consistency – and just why the hell not!?! – Allers or Kahlisah will also tag along, that is provided either one is still on board as the Normandy's embedded reporter. If Shepard is involved in any sort of romance with Allers or Kahlisah, both get an extra line of...coy, dialogue.

Adams emails Shepard

From: Engineer Adams

Subject: Something to show you.

Commander, can I stop by your apartment sometime? I have something to for you.

Dr. Chakwas (or Dr. Michel, and possibly Allers or Khalisah) would like to come by too.

- Adams

Citadel: Accommodating everyone

As mentioned above, combinations of Dr. Chakwas, Dr. Michel, Allers, or Kahlisah can show up at Shepard's apartment. Adams is the one constant, but the others can be swapped in or out. The following dialogue accommodates all possibilities. Feel free to run through all the permutations if you scored high on the math section of the SATs.

And, truth be told, if only Adams were present here, the conversation would unfold exactly the same.

Citadel: A gift for Shepard

Adams/everyone walk into Shepard's apartment.

Adams
(calls out)
“Commander?”

Shepard (off camera)

"In here."

Adams/everyone walk into the kitchen.

Adams

"Wow, Commander, this is some place!"

Adams looks around.

Adams (cont'd)

"You could fit ten of my apartments back in Omaha in here..."

(smirks)

"...with room to spare."

Dr. Chakwas

"My, Commander, might I suggest this serve as the Normandy's Commander Center. Joker would certainly attend more meetings then."

or

Dr. Michel

"Oui. Apartments like this simply don't exist in the wards. It—"

(blissful memory)

"...reminds me of my grandfather's chateau in Orlais."

Allers

"Wow, Shepard, a girl could get used to luxuries like—"

(gasps)

"Is that a waterfall? You have a *waterfall...really?*"

or

Khalisah

"Damn, Shepard, usually I have to bribe two batarians thugs and an asari prostitute to get into places like this."

Shepard

"Anderson certainly has good taste."

(pauses)

"So you wanted to show me something, Adams?"

Adams

"Yes."

Adams puts something on the kitchen table.

Shepard

(surprised)

"That's the original Normandy."

See concept art 34.

Adams

"It cost a week's pay, but well worth it in my opinion."

Shepard examines the statuette.

It seems to evoke emotion in him/her.

Adams (cont'd)

"Just look at the detailing...hard to beat craftsmanship like that."



Shepard

(taken back)

"I...don't know what to say."

Adams

"You don't have to say anything, Commander."

Anderson stands up straight.

Adams (cont'd)

"I'm proud to serve under you, Shepard."

He salutes Shepard.

Shepard salutes back.

Shepard

"The honor is mine, Adams."

Dr. Chakwas

"And mine, Commander."

or

Dr. Michel

"Mine as well."

Allers

"Thanks for this opportunity, Commander."

or

Kahlisah

(coyly)

"Eh...you're not so bad after all, Shepard."

Adams

"Well, I should get back to engineering."

Shepard

"Thanks for coming by."

Adams

"And Commander, I think I'll skip the house party. I'm kind of a wallflower anyway. Plus..."

(awkwardly)

"...the drive core needs recalibrating."

Shepard

(smirks)

"Understood, Adams."

Dr. Chakwas

"And I have to re-inventory the medical supplies."

(annoyed)

"James needs something for his..."

Dr. Chakwas makes air-quotes.

Dr. Chakwas (cont'd)

(mockingly)

"...*tattoo itch*."

or

Dr. Michel

“And I have to finish the research article I am writing on your implants, Commander...”
(awkwardly)
“...I *hope* you don’t mind.”

Allers

“I’ll stay away too, Commander, the last thing you need is some nosy reporter snooping around while you’re all trying to unwind...”
(pauses – only if Shepard had sex with Allers)
“...we all deserve our secrets.”

or

Kahlisah

(sucks a tooth)
“Yeah...you wouldn’t want a tabloid journalist with a penchant for hidden cameras and listening devices hanging around party...with alcohol...”
(pauses – only if Shepard is locked into a romance with Kahlisah)
“...unless, of course, you liked being watched.”

Shepard nods or smirks; depends on Allers or Kahlisah’s last line.

FADE TO BLACK.

Note: The Normandy statuette can later be found on Shepard’s desk in the Captain’s Cabin.

Citadel: Cortez the squadmate

In *Citadel*, Cortez steps out of the shuttle, slaps on Alliance armor, and joins the fight against Shepard’s evil clone, but, you can’t pick him as a squadmate. ME3V now gives you that option.

But it’s only for a short while. You can take Cortez along for the fight through the Citadel Archives, but not the retaking of the Normandy. He can’t. We need Cortez’s expert piloting skills to keep the Normandy from jumping to FTL.

So, if you decide to pick Cortez – which you will because it’s new and cool – he will need a lot of new dialogue to keep up with the flow of the mission: during the ambush, reacting to Shepard’s clone, getting trapped in the iridium vault, plus a variety of lines as you fight your way through the Citadel Archives.

Citadel: Cortez’s powers and abilities

ME3V gives Cortez a combination of combat and tech powers. Cortez is a soldier, but he’s also technologically inclined – the guy did fix the shuttle right in the middle of a Reaper ambush on 2181 Despoina after all! So Cortez’s powers reflect his mixed skill set.

Cortez’s powers:

- Cryo Ammo
- Tactical Scan
- Concussive Shot
- Arc Grenade
- Alliance Mechanic

Alliance Mechanic training: Identical to James’s Arm Master, except the Fortification bonus is replaced by a bonus for Tactical Scan: Increase duration 15%.

Cortez’s load out:

- **M-15 Vindicator**
- **M-6 Carnifex**

Note: Cortez will still possess these weapons even if Shepard has yet to acquire them.

Cortez: In-combat dialogue

Encountering enemies:

“There they are!”

“Watch out, Shepard!”

Fighting:

“Feels *good* to do some shooting.”

“For Robert!”

“Yeah. Take that! “

“*Way* better than flying the shuttle...kind of.”

Concussive shot:

“Hope it hurt.”

“Now there’s a headache.”

Arc Grenade

“Grenade away!”

Tactical Scan:

“Finding a weak spot.”

About to go down:

“*Oh*, this hurts.”

“Feeling woozy, Shepard.”

Revived:

“*Ugh*...I’ll stick to the flying the shuttle.”

“Thanks, Shepard.”

Reviving someone:

“Come on, Shepard, get up.”

“Let’s go. Let’s go.”

Fighting over automatic revival:

“Ugh. Mi cabeza ...”

Citadel: Into the archives

Now that Cortez is a squadmate option, we need to see how the mission, i.e. all the fighting unfolds, with the Normandy’s expert shuttle pilot now kicking some ass; shooting guns, instead of just cleaning them.

Okay, buckle up, we’re going to plow through the entire archive battle now. Yeehaw!

Ambushed in the Citadel Archives

Cat-6 mercs spring their trap.

Fighting ensues.

Shepard

“Cortez! Is this more fun than flying your trident?”

Cortez

“I’d call it a close second!”

Cortez lays down some heavy fire.

Cortez (cont’d)

“Never mind. This is way better!”

...

Reacting to Shepard’s clone

...

The mysterious figure holds Brooks at gunpoint.

He/she throws Brooks down.

Shepard

“Whatever you think you’re getting away with...there’s nowhere you can run, nowhere you can hide where we can’t find you.”

Shepard’s Clone

“Hide? Why?”

Shepard clones reveals himself/herself.

Shepard’s Clone (cont’d)

“I’m Commander Shepard. I never hide.”

Cortez

(disbelief)

“Uhhh...you don’t see this everyday.”

Shepard’s clone jumps down.

Shepard

“Who are you?”

...

Cortez

“Then why are you trying to kill us?”

Shepard’s Clone

“Because I don’t have his/her memories. I’d never fool my supposed friends.”

Shepard’s clone paces.

Shepard’s Clone (cont’d)

“The ones who abandoned their duty to join the cult of Shepard.”

Shepard’s clone turns back around.

Shepard’s Clone (cont’d)

“Like you, Lieutenant Cortez. A broken down excuse for a fighter pilot...pathetic.”

Cortez

"You're just a pale imitation of the real thing."

...

Shepard's Clone

"I'm you without the wear and tear, Shepard. The doubts, the failures. I'm the lone wolf you were always meant to be..."

The clone gets in Shepard's face.

Shepard's Clone (cont'd)

"...without the emotional baggage holding me back."

Cortez

"No one will ever believe you're Shepard."

Shepard's Clone

"They will when I'm flying his (or her) ship."

...

Fighting through the Citadel Archives

The ambushing mercs are defeated.

Cortez

"I think we got them all. Now where'd the other you go?"

Shepard

"He's (or she's) pushing into the archives. Stay in your groups."

...

Shepard and squadmates enter the large room with all the iridium vaults.

Cortez (or other squadmate)

"Wow. This place is huge."

Tali (or other team member)

(over radio)

"Shepard, what do you think your clone is looking for in here?"

Shepard

"At this point, anything's possible."

Lara (or other team member)

(over radio)

"You mean like finding out you have a clone?"

Shepard

(agitated)

"I don't want to talk about it!"

Cortez (or other squadmate)

"Right. At least not until we have a couple of drinks in us."

or

Cortez (or other squadmate)

"How are we going to find anything in here?"

...

Shepard and squadmates take the platform to the lower level.

Squadmates comment on the M-7 Lancer.

Cortez (or other squadmate)

“Shepard. It says this gun was part of the first contact war. Year 2157.”

or

Cortez (or other squadmate)

“Hard to believe we were ever at are war with anyone but the Reapers now.”

Shepard and squadmates exit the platform.

Computer

“Relevant data uploaded to research Archives.”

Glyph flies in.

Glyph

“Commander, the other you is searching for something 200 meters head.”

Shepard

“Got it.”

Shepard and squadmates head deeper into the Archives.

Cortez (or other squadmate)

“Fighting your own clone is pretty unbelievable, Shepard, even by *our* standards.”

Javik (or other team member)

(over radio)

“But useful. If there is a task you don’t wish to do, Commander, let them handle it.”

Brooks

(over radio)

“So like a personal butler?”

Shepard

(aggravated)

“I don’t want to talk about it.”

Cortez (or other squadmate)

“Gotcha. So let the clone handle it.”

Shepard and squadmates head deeper in the Archives.

...

Tali (or other team member)

“Shepard! They’ve got us pinned down. We could use some help!”

Shepard

“On our way!”

Merc Captain

“We’ve got Shepard’s squad surrounded.”

Shepard's Clone

(over radio)

"Eliminate them! I need more time."

Shepard rushes the sniper and saves Team Mako.

Shepard covers his/her squadmates.

Shepard

"Go! I'll cover you."

Squadmates go up the ladder.

Shepard (cont'd)

"Move!"

Cortez (or other squadmate)

"Hey! Do you mind? I'm on a ladder here."

Shepard

"This is Shepard! We need—."

The entire crew lays down heavy cover fire.

...

Shepard and squadmates explore the Archives.

Cortez (or other squadmate)

(amazed)

"This place is *amazing*. I can't even imagine what they have stored in here? Must go back thousands of years."

Shepard

"I just wonder what the...other me is looking for here."

Shepard and squadmates fight deeper into the Archives.

...

Shepard and squadmates encounter the Atlas.

Cortez (or other squadmate)

"Atlas! Up top."

Garrus (or other team member)

"Team Mako here. Got him in our sights."

Shepard and squadmates fight the Atlas.

Tali (or other team member)

"Team Hammerhead here. Providing moral support."

Cortez (or other squadmate)

"Come on! Let's scrap that thing."

Shepard and squadmates continue.

Glyph flies in.

Glyph

“Commander, a large contingent of soldiers calling themselves ‘Razor Squad’ is just ahead. They wish to inflict bodily harm on you. Also, I discovered an elcor mating totem in vault 347B. Fascinating.

Shepard and squadmates continue to fight through Archives.

...

Shepard and squadmates head up the stairs.

Shepard

“Team Hammerhead, we’re headed to the next level. What’s your location?”

No response.

Shepard (cont’d)

“Hammerhead, do you copy?”

Still no response.

Shepard and squadmates continue.

Cortez (or other squadmate)

“There’s team Mako.”

Brooks

(over radio)

“We’ll try to clear a path, Commander! Hammerhead’s gone ahead!”

Shepard and squadmates continue to fight through Archives.

...

Cortez (or other squadmate)

“All clear, Shepard.”

Shepard and squadmates near the target.

Shepard

“Team Mako, we’re coming up behind you! What’s your status?”

Brooks

(over radio)

“We’re under—.”

Shepard

“Mako, where are you?”

Shepard and squadmates continue through Archives.

...

Brooks

(over radio)

“Commander, do you copy?”

Shepard

“What’s your status?”

Brooks

(over radio)

"The other you is jamming our radios. Hammerhead and Mako are trying to get ahead and cut him/her off. But I've been hit and need help. Please hurry!"

...

Trapped by the clone and Brooks

Force field goes up.

Cortez (or other squadmate)

"Okay. This is bad."

Shepard

"Brooks! The vault sealed us in!"

Cortez (or other squadmate)

"Can we override the systems?"

or

Cortez (or other squadmate)

"Not seeing one."

Shepard radios for help.

Shepard

"Brooks? Come in. Do you read me? Is anyone on this frequency?"

Shepard's clone walks in.

Shepard's Clone

"The short answer is no. They're not."

Shepard shoots at the force field.

Nothing happens.

...

Shepard

"Fair warning: nobody's who's betrayed us has ever survived."

Cortez (or other squadmate)

(sighs)

"But they just keep trying..."

Cortez shrugs his shoulders.

...

Shepard's Clone

"I should go."

Brooks

"Farewell, Commander. I guess this is where "legends" go to die."

The vault moves.

...

Locked in the iridium vault

Note: Cortez is always the worried squadmate.

The vault locks in place.

Wrex (or other squadmate)

“Refresh my memory: didn’t we used to win these things back in the old days?”

Shepard

“He said, ‘I should go.’ Do I sound like that?”

Wrex (or other squadmate)

“As long as I’ve known you, yeah.”

Cortez

“Umm, not to be a bummer here, but maybe we should be worried about being trapped inside this vault...you know, *forever*.”

...

Conversation wheel pops up.

Note: Neither conversation option effects Cortez’s dialogue.

...

Shepard

“I’m more confident than he is. More in control. With me, it’s more like: ‘That’s all for now.’”

Wrex (or other squadmate)

“Spoken like a krogan. Show’em who’s boss...”

Cortez

“Probably not a lot of air in here, either. An hour, tops.”

Shepard

“Or sometimes, ‘I’ll talk to you later.’ Because you know what? I never do. Leave them wanting more.”

Cortez

“Shepard! How are you not more worried about this?”

Shepard

“Hmm! Glyph, you still out there?”

Glyph flies in.

...

Citadel: Shepard’s clone not quite a mirror image

Here is a cosmetic change, literally. ME3V uses the facial scarring to further emphasize *just* how opposite Shepard’s clone is from the genuine entity (your entity).

If Shepard is a paragon, or a renegade with the facial surgery, your clone will now have full-blown renegade facial scarring. If your Shepard is renegade, the clone will *not* have scarring. It’s a minor tweak, but I think it’d be pretty cool for Shepard to see what he/she *could* have been, if different decisions were made.

Also, instead of the clone's armor having a blue stripe, the clone's armor will now look exactly the same as Shepard's armor (exactly like whatever armor or armor configuration you use). How will the crew tell them apart when they're both dangling out of the ship? Simple. They...just...know. That's loyalty for you!

Citadel: Level 60

If you play every ME3 DLC, it is possible to evolve Shepard all the way to level 60, but even level 60 isn't enough to top off all Shepard's skills and abilities. It's kind of weird. Why hit the final level with a bunch of points you can't use? ME3V remedies this dilemma. At level 60, Shepard will receive all the remaining points he/she needs to become a "god character." Everything can be maxed out.

Citadel: No grenades at the restaurant

Currently in *Citadel*, when Shepard meets Joker at the sushi restaurant, he/she is completely unharmed, save for the grenades! Yeah-no. In ME3V, in addition to no gun, Shepard has no grenades either. Street fight!

Section 10

New Romances

“It would be easy for a single ship to get lost up there, wouldn’t it? To find some place very far away, where you could spend the rest of your life...in peace. And happiness.”

Liara T’Soni

The Mass Effect series is character driven. I’ve mentioned this already. Strip away the dialogue – be it intimate, romantic, platonic, friendly, humorous, whatever – and all you’re left with is just another lame third-person shooter. Characters, squad members and crewmates Shepard meets along the way go on to become, in a sense, our brothers, comrades, friends, and lovers...exactly why we love this game!

So for this section, I just couldn’t resist the temptation. I had to try my hand at writing a romance. I’ve actually got two for you. In Mass Effect 3: Vindication, female Shepard has the opportunity to romance James and male Shepard, brace yourself, can romance Khalisah Bint Sinan al-Jilani. Why Khalisah you ask? Because it’s ballsy.

The new James romance was the easier of the two because most of the relationship buildup and flirting is already in place in the original game. James *is* the aggressor, but Shepard’s responses led me to believe that fem-Shep might actually be able to tame the behemoth. Now in ME3V, she can.

As for the Khalisah romance...sometimes you have to make bold moves. You might consider the Khalisah romance a benchmark of Mass Effect 3: Vindication. Writing the Khalisah romance was probably one of the most labor intensive parts of ME3V, and I’m still not sure I got it right! But sometimes you have to lay it on the line – push your own limits – and what’s bolder than Shepard making sexy-time with Khalisah...Bint Sinan...al-Jilani?

The Citadel effect

I mentioned it before, but the *Citadel* DLC blew a lot of my original content for ME3V’s James romance to hell. My fault, I guess. When you *start* a project to revise an enormously popular video game before DLCs have started coming out, you can pretty much expect future content is going to hurl monkey wrenches at you. Ugh.

For example, ME3V’s James romance was written, finished, and ready to go. So after *Citadel*, I had to jump back and add new stuff to make it flow with my original plan. Lucky for me, the changes weren’t too exhausting; still enough to absorb a full week of my life though, but we shall overcome. Swing low sweet chariot...

As for the effect *Citadel* had on ME3V’s Khalisah al-Jilani romance – not as difficult to incorporate. Mostly because I hadn’t finished it by the time *Citadel* was released. So it was easier to ensure Khalisah gets a piece of Shepard too. You’ll find a lot of Khalisah’s *Citadel* content (and more) in this section.

Also, I created a trailer for all ME3V’s new romance content, entitled “Romances Trailer.” Big thanks to the band Farewell 2 Fear for letting me use their cover of “Diamonds” in the trailer. It also features the musical track “From The Wreckage” by Sam Hulick. Thanks again, Sam.

James romance

Unlike most of the romances in the Mass Effect series, where Shepard surprises their squad member with romantic interest, James is the instigator here: commenting about how nicely Shepard fills out a uniform and

nicknaming her “Lola” after his friend’s hot sister. If the Normandy had a Human Resources department, James would be fired for sexual harassment. Dishonorable...uh, discharge! *No pun intended.*

But later on, when Shepard eventually asks James if he is going “to make good” on all his flirting, James, despite his bravado, stammers and stutters, revealing that he is just a little mouse in an elephant’s body. Yes, it’s a funny moment, but a wasted opportunity also.

During all this flirting, female Shepard shows her sassy side, but it’s lost in an instant when she calls James’s bluff. ME3V doesn’t quit that easily. Instead, Shepard has the opportunity to continue the courtship with James on her own terms.

Note: If Shepard tells James to quit calling her “Lola”, or later does not invite him up to her cabin to talk about the N7 program, the option to romance James will become unavailable. In either case, all future interactions with James will unfold exactly as scripted in the original game.

James romance: Branding James

Shepard is in the Docks: Holding Area.

James is getting his tattoo.

...

Shepard

“You want me to get an N7 tattoo?”

James

“N7...sure. Or you could get my name done...somewhere special.”

Shepard

“You are such a tease, Vega.”

James

“Who, me?”

Shepard

“You ever going to make good on all this flirting?”

James

(stammers)

“Uhh...I was just. I didn’t mean to...you know. I was just...”



Note: Underlined conversation options remain as scripted in ME3.changes.

Note: “Nice try” unfolds as scripted in ME3 and also allows Shepard to “romance” James in the Citadel DLC, exactly as it currently unfolds, unless Shepard is already locked into a romance, then seducing James is not possible. “Move over” will alter Shepard and James’s interaction in Citadel.

Conversation option: “Move over.”

Prompts a small cut-scene.

Shepard

“Move aside.”

James

“What?”

Shepard pushes the batarian aside.

Shepard

“Give me that.”

Shepard yanks the tattoo needle out of the batarian’s hand.

James

“Wait. What?”

Shepard

“Hold still, Lieutenant. This is going to hurt.”

Shepard grits her teeth and gets to work.

James

(pained)

“Ahh!”

...

FADE OUT/FADE IN:

...

James is seated.

The Batarian is gone.

Shepard is free to move.

Shepard

“There you go. You’re mine now, Vega.”

James

“Wait. What did you write?”

Shepard snickers.

James

“That’s cold, Lola.”

Shepard

“Later, Lieutenant.”

James

(winces)

“Argh!”

James romance: Next visit to the Normandy's armory

If Shepard tattooed James, her next visit to the armory kicks off the new dialogue associated with the romance. Fem-Shep gets pretty feisty!

James's back is turned.

Shepard initiates conversation.

James
(groans)
"Ugh."

Shepard
"Stings, hunh?"

James
"Commander! Shit, uh...no. Its—."

Shepard
(quizzically)
"Commander?"

James
"I mean, Lola."

Shepard
"That's more like it, Lieutenant."
(pauses)
"So how you feeling?"

James
"I don't know."
(aggravated)
"Cortez won't tell me what it says."

Cortez (off camera)
"Ha, ha, Mr. Vega...nice one, Shepard."

James
"Don't suppose you will..."

Shepard
(smugly)
"Nope."

James
(sighs)
"So why did you come down here then?"

Shepard looks side to side.

She pins James's back against one of the cargo crates.

Shepard
"I don't need a reason, Vega, understand?"

James
"Wait. Listen, Commander. I don't know if this is..."



Shepard can slap Vega.

James

“Hey!”

Shepard

“No talking, Vega. Understand?”

James

(freaked out)

“Okay, okay. I get it.”

Shepard steps back.

James (cont'd)

“This should be fun.”

Shepard

(coily)

“That’s what I’m going for.”

Shepard steps back.

Note: Shepard gains 2 renegade points.

(Dialogue continued; no interrupt.)

James

“...a good idea.”

Shepard kisses James on the cheek.

Shepard

“Trust me, James, it’s a good idea.”

James

(relaxes)

“Okay, okay. I get it.”

Shepard steps back.

James (cont'd)

“This should be fun.”

Shepard

(coily)

“That’s what I’m going for.”

James romance: After Priority: Thessia

Shepard visits the armory.

She initiates conversation with James.

James

“Lola, you okay? It wasn’t exactly according to plan down there.”

(pauses)

“How are you doing? Anything I can...”



Shepard can initiate casual sex with James (similar to Jack in ME2)

Shepard grabs James.

Shepard
(angry)
“Shut up.”

Shepard and James embrace and kiss.

Shepard pushes James to the floor.

Shepard crawls on top of James.

...

FADE IN/FADE OUT:

...

Shepard
(satisfied)
“Good boy, Vega. That’s exactly what I needed.”

James
“Lola, that was awe—.”

Shepard
“Shut up. Just be ready whenever I need you...got it?”

James
“Yes, ma’am....uh, yes, Lola.”

Note: Shepard gains 2 renegade points.

(Dialogue continued; no interrupt.)

James
“...do? Maybe I could rub your feet or something?”

Shepard
(chuckles)
“That’s very sweet, James. I just need a little time.”

James takes Shepard’s hand.

James
“Okay. If you’re sure?”

Shepard
“I’m sure. Just be ready when I need you, okay?”

James
“Yeah, Lola. No problem.”

James romance: Cortez remarks

If Shepard had casual sex with James (and only if she had sex with James), the next time she visits the armory he will comment on what he “didn’t see” happen.

Shepard initiates conversation.

Cortez

"I swear, Commander, I didn't see a thing."

Cortez leans in.

Cortez

(whispers)

"Looked fun though."

Shepard

(contented)

"Yes it was."

Cortez

(exuberant)

"Jealous!"

James (off camera)

"Hey, what are you two girls talking about?"

Shepard & Cortez

"Nothing!"

Shepard and Cortez chuckle like school girls.

James

(un-amused)

"Right..."

James romance: Nice butt James

During their romance, Shepard and James have a unique exchange of dialogue when Shepard interacts with him aboard the Normandy.

Shepard initiates conversation; does not prompt a full conversation.

James

"Hey! You staring at my butt, Lola?"

Shepard

(devilish)

"That I am."

James

"Nice!"

James romance: Attack on Cronos Station

Shepard is in her cabin.

She faces the fish tank.

James walks in.

James

"So I figured you might be ready for me."

Shepard – must choose



Yes, I am.

I need to be alone.

Conversation option: “I need to be alone.”

Shepard continues looking at the fish tank.

Shepard

“Not this time, James, I need to be alone.”

James

(off guard)

“Oh, yeah. Right. I get it...have to get your head right before the big game.”

Shepard says nothing.

James sighs.

He walks off.

Shepard doesn't notice.

Conversation option: “Yes, I am.”

Shepard turns around.

She smiles.

Shepard

“Perfect timing, Vega.”

James walks over to Shepard and grabs her hands.

James

“Uh, before we do this Shepard, I wanted to say thank you.”

Shepard

“For what?”

James

“For giving me the confidence to...”



Shepard rips off the front of James's shirt.

James

“Hey!”

Shepard smacks Vega in the face.

Shepard
"Be a man, Vega, take it!"

Shepard and Vega vigorously embrace.

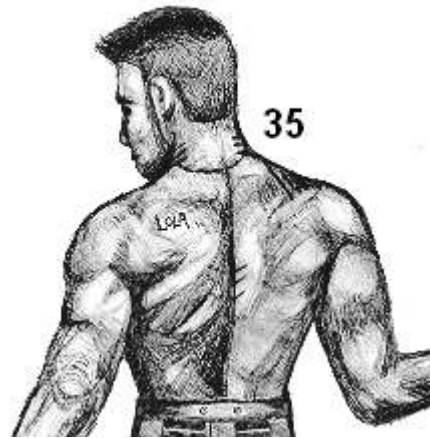
Shepard pulls down James's torn shirt.

"Lola" is tattooed on his left shoulder blade.

See concept art 35.

FADE TO BLACK.

Note: Shepard gains 2 renegade points.



(Dialogue continued; no interrupt.)

James

"...join the N7 program."

(pauses)

"After the shit with Captain Toni, I didn't think I'd ever be ready lead again. But watching you, the way you brought everyone together, I know what it takes now. I'm going to set the N7 program on fire...and its all because of you."

Shepard smiles.

She touches James's face.

Shepard

(chuckles)

"You're a good soldier, James...and a good boy too."

Shepard leans in to kiss James.

James

"Wait, wait, wait. Can you at least tell me what it says?"

Shepard smiles.

She whispers into James's ear.

Shepard

(whispers)

"Lola."

See concept art 35.

FADE TO BLACK:

James romance: After the final dream sequence

Shepard wakes up.

James

"Can't sleep?"

(smugly)

"Did I rock your world?"

Shepard

(chuckles)

"No...and yes."

James smirks.

James

“But seriously, you okay?”

Shepard



I'm scared.

Nothing...I'm fine.

Conversation option: “I’m scared.”

Shepard

“I don’t know, James. Have we done enough? Are we really ready?”

James

(brazen)

“Damn right we are!”

(emboldened)

“We’re the toughest bunch of bad asses in space and we’re gonna show those Reaper bastards what happens when they piss us off.”

Shepard smirks.

Shepard

“You’re a good kid, Loco.”

James

“Loco?”

Shepard

(coyly)

“Some people just don’t match their names, you know?”

James

“Nice one, Lola.”

Shepard and James kiss.

EDI

(over intercom)

“We’re almost there, Shepard.”

Shepard

“Come on, we better get ready.”

Conversation option: “Nothing, I’m fine.”

Shepard

“I just want this whole damn thing to be over.”

(pauses)

“I’m tired.”

James
“So what?”

Shepard
(annoyed)
“Excuse me?”

James
“So you’re tired, big deal! You got to go out there, Lola, and show those Reaper bastards what happens when they piss you off.”
(pauses)
“And when you’re done, me and you are gonna have a rematch...right here.”

Shepard
(sensual)
“You’re a bad boy, Loco.”

James
“Loco?”

Shepard
(coyly)
“Some people just don’t match their names, you know?”

James
“Nice one, Lola.”

Shepard and James kiss.

EDI
(over intercom)
“We’re almost there, Shepard.”

Shepard
“Come on, we better get ready.”

James romance: At the forward operating base

Shepard approaches James.

Shepard initiates conversation.

Shepard
“Loco.”

James
(subdued)
“Hey, Lola.”

Shepard
“You okay?”

James
“I don’t know what I thought I’d feel coming back to Earth. I was ready to fight, ready to die if I had to.”

...

Shepard gets close to James.

They hold hands.

Shepard

“Whatever happens out there today, I know you’ll make me proud.”

James

“And Lola, I want to say that if we don’t live...”



Shepard slaps James in the face.

Shepard

(sternly)

“Don’t think like that, Vega. I want a rematch.”

(pauses)

“So you better damn well survive. Understood, soldier?”

James

“Yes, ma’am.”

Shepard

“Now kiss me.”

Shepard and James kiss.

Shepard steps back.

James

“Let’s go kick some ass.”

Shepard

“Hell yeah.”

Note: Shepard gains 2 renegade points.

(Dialogue continued; no interrupt.)

James

“...through this shit.”

(pauses)

“That I...I love you.”

Shepard

(tenderly)

“I love you too, James.”

Shepard and James kiss.

Shepard steps back.

James

“Let’s go win this thing, Lola.”

Shepard

“Hell yeah.”

James Romance: Normandy evacuation goodbye

Shepard carries James over to the Normandy.

Shepard helps James board the Normandy.

Shepard
“Here, take him.”

James
(angry)
“What! No.”

Shepard
“You got to go, James.”

James
“No. I can fight. I can—.”

Shepard
“Shut up, James. Don’t argue with me.”

James
“You’re not leaving me.”

Shepard



Conversation option: “I love you.”

Shepard walks up to James.

Shepard
“James, please. I need to know that you’ll be alright.”
(pauses)
“Please, do this for me — survive.”

James
(meekly)
“Lola, please.”

Shepard backs away.

James (cont’d)
(quietly)
“I need you.”

Conversation option: “Just go.”

Shepard does not walk up to James.

James
“Shepard, what are you doing?”

Shepard
(angry)
“Go James! Get out of here, now!”

Shepard turns around.

James
(angry)
“Damn it, no!”

James romance: Citadel DLC: James visits Shepard’s apartment

If Shepard is locked into a romance with James, his visit to her apartment before the house party needs to be altered in order to keep the secret tattoo hidden and not ruin the surprise before hitting Cronos Station.

James enters Shepard’s apartment.

...

James leans against the railing.

James
“I grew up on the beach on the Pacific. So, you know: water, sand...real air.”

Shepard
“You miss it?”

James
“Yeah. And the people...”

Shepard
(coyly)
“Dating your commanding officer must make it easier though.”

James stands up straight.

James
“Dios, Lola, no arguments there.”

Shepard
“Damn straight.”
(pauses)
“So what did you want to talk about?”

James
“Oh, shit. Right. I wanted to show you...”

James starts to take his shirt off.

Shepard stops him.

Shepard
“Oh no, James. Not yet.”

Shepard holds James’s arm down.

James
“What...*seriously?* Come on, Lola. I figured you could tell me what the hell is on my back.”
(pauses)
“That damn batarian wouldn’t.”

Shepard shushes James with her finger.

Shepard
“Shush. Mums the word, Lieutenant.”

James

(frustrated)

“Really, Lola—.”

Shepard

“Now, now. Don’t pout.”

Shepard smacks James’s butt.

James

“Ah!”

Shepard

“Now be a good boy and run along.”

James

“Right...”

(pauses)

“I gotta get back to the Normandy. Esteban wants my help working on the shuttle.”

Shepard

“Uh huh.”

James

“This is gonna be a perfect place for a fiesta. Hasta la vista, Shepard.”

James walks off.

He heads to the punching bag.

...

Khalisah romance

Khalisah Bint Sinan al-Jilani is a new romance option for male Shepard in ME3V. Blasphemy! I know. But hey, if Shepard can find love in the arms of a jittery purple alien trapped inside a spacesuit, romancing an ice queen tabloid journalist with a bad attitude, which he may or may not have previously beaten up, actually seems normal...well, normal-ish at any rate.

Romancing Khalisah is not much different from any other Mass Effect love story. Shepard must talk to her after key events in the game, opt to flirt, etc., etc.

Now it’s not *all* about romancing Khalisah. Before Shepard can even consider winning Khalisah’s heart, he must first recruit her on board the Normandy, and that means telling Diana Allers to take a hike. Female Shepard can also pick Khalisah over Allers, but only male Shepard can romance Khalisah. Whether you can romance her or not, recruiting Khalisah is not without consequence...and aggravation.

Choosing Khalisah over Allers bears hefty renegade points, plus a big reduction in war assets right off the bat, but there’s some surprise upside as well. If not, there’d be no point in recruiting Khalisah in the first place, unless of course you’re some sort of masochist. Calm down Salad Fingers...

Throughout the game, interacting with Khalisah gives Shepard the opportunity accumulate new paragon/renegade points, reputation points, and back stories not available in the Allers storyline. All this becomes available as Shepard interacts with Khalisah on board the Normandy, and also during the benchmark interviews with Khalisah, as well as after the major plot points in the game, same as Allers.

But whether you choose to romance her or not, having Khalisah on board is still a major pain in the ass. Honestly, could it be any other way? *Keep reading...*

Note: If Shepard does not recruit Khalisah, her Mass Effect story ends. Khalisah receives no additional content, including DLCs. She is done.

Khalisah romance: Kahlisah annoys the crew

Having Khalisah onboard the Normandy is a very different experience than with Allers. Allers was Alliance; she understands the chain of command and Alliance regulations. Khalisah, on the other hand is a rogue; a loose-cannon with a bad reputation, and a nosey camera bot. Kahlisah really has no business being on an Alliance vessel! So even at the risk of being kicked off the ship, you can't expect Khalisah to play by the rules and regulations.

During her tenure on board the Normandy, Khalisah will verbally spar with various high profile members of the crew: Liara, EDI, and Adams, and depending on who Shepard supports, he/she will receive paragon/renegade points, and learn things about the crew not available in the original game, e.g. the *real* reason Adams didn't join Shepard in ME2.

However, Khalisah does warm up to certain members of the crew – possibly even heat up. Traynor will have conversations with Khalisah over the intercom, same as she does with Allers, and depending on whether or not Shepard is romancing Khalisah, these chats can lead to...well, just keep on reading.

If Shepard is romancing Khalisah, then Traynor's conversations will stay reserved. Sorry, Samantha.

Khalisah romance: Meeting Allers

In ME3V, after Shepard finishes talking to Commander Bailey, and during his/her very first visit to the Citadel, i.e. dropping off Kaiden or Ashley, Allers will call out to Shepard. This ensures that Shepard meets Allers before heading back to the Normandy. Recruiting, or not recruiting Allers, effects recruiting Khalisah later on.

...

Bailey walks off.

Bailey

"I'll see you around, Shepard."

Shepard

"No doubt."

Allers calls out to Shepard.

Allers

"Commander Shepard!"

Allers walks over to Shepard.

Allers (cont'd)

"Commander. Just who I was looking for."

Shepard

(suspiciously)

"And you are?"

Allers

"Diana Allers, Alliance News Network. I think we can help each other."

Shepard folds his/her arms.

Shepard

"I suppose you want an interview."

...

Note: Proceeds exactly as scripted in the original game.

Khalisah romance: Turning down Allers

If Shepard turns down Allers from the start, her story unfolds as scripted in ME3, i.e. later, a news report on the Citadel will announce that Allers died aboard the SSV Shasta. Telling Allers to buzz off does not effect Shepard's ability to recruit Khalisah; it only alters Shepard's next interaction Khalisah.

Khalisah romance: First meeting Khalisah

Exactly as scripted in ME3, Shepard will first encounter Khalisah arguing with Commander Bailey in his office, but after that, Khalisah will not be waiting for Shepard in front of the elevator. Don't worry, we'll run back into Khalisah soon enough. Wink, wink...

Khalisah romance: Allers versus Khalish (Shepard already recruited Allers first.)

Shepard returns to the Normandy.

He/she interrupts an argument between Allers and Khalisah in the airlock.

...

Khalisah

"Freedom of the press, Allers!"

Allers

"You call yourself press?"

(mockingly)

"How exactly did that story on the Turian Councilor's mistress help the war effort, huh?"

Khalisah

(smugly)

"Ha! And how exactly does that slutty little dress add to *your* journalistic integrity?"

Allers eyes open wide.

Allers

"What did you say?"

Khalisah folds her arms.

Khalisah

"You heard me."

Shepard gets in between them.

Shepard

"Enough! Both of you! Khalisah, what the hell are you doing here?"

Allers

"She wants on board the Normandy, Commander."

(mockingly)

"She thinks her brand of 'journalism'..."

Allers makes air quotes.

Allers (cont'd)

"...is better than the Alliance's own!"

Khalisah

“Pfft! I want the truth, Allers, not Alliance bullshit.”

Khalisah turns to Shepard.

Khalisah (cont'd)

“Shepard, we haven’t always seen eye to eye, but what this war needs is reporters willing to ask the hard questions...not *more* Alliance public relations.”

Allers shakes her head.

Allers

“Your call, Commander.”

Shepard – must choose



Choice: Keep Allers (If Shepard already recruited Allers first.)

Shepard angrily points his/her finger at Khalisah

Shepard

(sternly)

“You’ve got to be kidding me, Khalisah, after all you’ve done to slander the Alliance? No way am I letting you on my ship.”

Shepard sneers at Khalisah.

Khalisah sneers back.

Shepard (cont'd)

“Get lost...now!”

Khalisha

“Typical! I should have known better.”

Khalisah storms off.

Khalisha (cont'd)

“Go to hell...the both of you!”

Allers

“Thanks, Commander.”

Shepard

“Good.”

(pauses)

“All aboard, Allers. Let’s get to it.”

Allers salutes Shepard.

Allers

“Aye, aye, Commander.”

Allers walks off.

FADE TO BLACK.

Shepard gains 10 paragon points, 5 reputation points, and the Diana Allers war asset (50).

Note: From this point forward, the Allers storyline proceeds exactly as scripted in ME3.

Note: ME3V raises the Diana Allers war asset from 5 to 50; having the media on your side should be powerful tool.

Choice: Choose Khalisha (If Shepard already recruited Allers first)

Shepard

“Beat it, Allers.”

Allers

(outraged)

“What?”

Khalisah folds her arms.

Khalisah

(smugly)

“Ha!”

Shepard

“Khalisah is right.”

(pauses)

“The war effort needs the tough questions. I won’t sugar coat reality. *Never do.*”

Allers

“But Commander. This is—.”

Shepard

(direct)

“I’ve made my decision.”

Khalisah

(patronizingly)

“That’s right. Take your skinny little legs and go run along.”

Allers

“Alliance Command will hear about this, Commander.”

Allers walks off.

Khalisah

“Thank you, Shepard.”

Shepard

(sternly)

“Don’t make me regret this, Khalisah.”

Khalisah

“You won’t.”

Shepard nods.

FADE TO BLACK.

Shepard gains 10 renegade points, 10 reputation points, and a later loss of Alliance war assets (-100).

Khalisah romance: Recruiting Khalisah (If Shepard turned Allers down first.)

Khalisah leans against the door to the Normandy.

Shepard

"Khalisah? What the hell are you doing here?"

Khalisah

(cooly)

"I saw you turn down Diana Allers."

Shepard

"And..."

Khalisah folds her arms.

Khalisah

"I'm offering my services instead."

Shepard

"Now that's the funniest thing I've heard all day."

Khalisah

"Shepard, we haven't always seen eye to eye, but what this war needs is reporters who are willing to ask the hard questions...not more Alliance public relations."

Khalisah steps close to Shepard.

Khalisah

"Let me on board the Normandy and I promise I'll get the whole Galaxy our side."

Shepard

(dead pan)

"Really?"

Khalisah

"Count on it."

Shepard – must choose



Yes.

No.

Choice: Yes.

Shepard

"Alright, Khalisah. What the hell..."

Khalisah

(shocked)

"Wow! That's not the answer I expected."

Shepard

"You'd better be straight with me. No lies. No slander."

Shepard steps close to Khalisah.

Shepard (cont'd)

(directly)

"Understood?"

Khalisha

"Fair enough, Shepard. I agree."

Shepard

"We'll see."

Khalisha smiles.

FADE TO BLACK.

Shepard gains 10 renegade points, 10 reputation points, and the Khalisah Bint Sinan al-Jilani war asset (-100 Alliance points).

Choice: No.

Shepard angrily points his/her finger at Khalisah

Shepard

(sternly)

"You've got to be kidding me, Khalisah. After all you've done to slander the Alliance? No way am I letting you on my ship."

Khalisha

"But Shepard, think about—."

Shepard (cont'd)

"Get lost...now!"

Khalisha

"Typical! I should have known better."

Khalisah walks off.

FADE TO BLACK.

Shepard gains 5 paragon points and 2 reputation points.

Khalisah romance: Email from Allers

If Shepard recruited Khalisha over Allers, he/she will later receive an email from Allers and incur the -100 loss of Alliance war assets.

From: Diana Allers

Subject: Filed my report.

Commander, I have officially filed my report with Alliance Command.

I still can't believe you would choose that bitch over me! Khalisha is a cancer, Commander. Having her on board the Normandy will do nothing but sabotage everything you are trying to accomplish.

Do yourself a favor, Shepard, and throw her out of the air lock before it is too late.

*Diana Allers
Alliance News Network*

Khalisah romance: Email from Westerlund News

Recruiting Khalisah over Allers triggers this email from *Westerlund News*. Reading it transfers **100,000 credits** to Shepard's account:

From: Desk of H. Allen Stern

Subject: Thank you, Commander.

Commander Shepard. I'm still in shock. Having Khalisah Bint Sinan al-Jilani on board the Normandy during this time of great peril is a major coup for Westerlund News. Thank you.

I know you and Khalisah have had a rocky relationship – to say the least – but she is an excellent journalist, Commander...despite her reputation. Khalisah represents the very best of Westerlund News. She won't disappoint you, Shepard. Hopefully, her work on the Normandy will help change people's opinion of Westerlund News. Our methods at times may seem crude, tasteless, and underhanded, but if the truth is out there, Westerlund News stops at NOTHING to find it, no matter what.

You've made the right decision, Commander. As a thank you, I have personally made a sizable donation to the Alliance war effort. I only hope it helps you as much as you are helping us.

From all of us here at Westerlund News, thank you again, Commander.

*H. Allen Stern
Westerlund News*

Shepard gains 100,000 credits.

Khalisah romance: First interaction on board the Normandy

Back on the Normandy, Shepard can visit Khalisah in her room for their first conversation. Khalisah's room is setup exactly the same as Allers's; the only exception being the backdrop behind the broadcast area now reads: "Westerlund News." Khalisah still has her camera bot...duh.

If Shepard is male, at the end of their dialogue, Khalisah will begin to flirt with Shepard, or try to anyway. But if Shepard is female, this extra dialogue is omitted. Sorry, girls.

Khalisah sits on the edge of the bed.

She looks down at a data pad; reading.

Shepard initiates conversation.

Shepard

"Hard at work I see."

Khalisah doesn't look up.

Khalisah

"Working on a lead..."

(sucks a tooth)

"...something about London."

Khalisah puts down the data pad.

She stands up.

Khalisah (cont'd)

"But I have a second. What'd you need?"

Shepard

(sarcastically)

"So, enjoying life aboard an Alliance ship?"

Khalisah

"Ha! You mean where I'm hated."

Shepard smirks.

Khalisah (cont'd)

"Specialist Traynor says she's a big fan of my work."

(pauses)

"Can't say the same for the rest of the crew."

Shepard

"Just stay aboveboard, and you'll be fine."

Khalisah

(affirmatively)

"Right."

Shepard

"So, what will you need exactly?"

Khalisah

"Earth is the lead story right now, Shepard. *Whatever* you've got, I'll take."

Shepard

"Maybe I can pass on a few non-classified updates."

Khalisah

"Damn! And here I thought this would be hard."

Shepard



Get us support.

Focus on Cerberus.

Note: Both conversation options yield paragon/renegade points exactly as scripted in ME3.

Conversation option: "Get us support."

Shepard

"Tell people what's really happening on Earth. We need long recruiting lines on every planet after you air a story."

Khalisah

"Count on it."

Khalisah points at Shepard.

Khalisah (cont'd)

"I won't lie to the Galaxy, Shepard...whether they like it or not."

Shepard

"Good. I expect nothing less from you, Khalisah."

Khalisah smiles.

Shepard (cont'd)

"I'll leave you to it then."

(Conversation ends if Shepard is female.)

Khalisah looks down at her data pad.

Romance option: Additional dialogue if Shepard is male

Note: Conversation continues.

Shepard turns to walk away.

Khalisah

"Oh, and Shepard?"

Shepard

"What?"

Khalisah

(awkwardly)

"Uh, nothing...we'll more talk later."

Khalisah quickly looks down at her data pad.

Conversation option: "Focus on Cerberus."**Shepard**

"Your story is Cerberus. They're a clear and present danger to everything we try to do. Alien audiences will hate them."

Khalisah

(perplexed)

"Hmm. I can see that...sort of."

(pauses)

"Human separatist group experimenting with Reaper technology, that's sure to attract some ire. I'll get on it."

Shepard

"Good."

(Conversation ends if Shepard is female.)

Khalisah looks down at her data pad.

Romance option: Additional dialogue if Shepard is male

Note: Conversation continues.

Shepard turns to walk away.

Khalisah

"Oh, and Shepard?"

Shepard
“What?”

Khalisah
(awkwardly)
“Uh, nothing...we’ll more talk later.”

Khalisah quickly looks down at her data pad.

Khalisah romance: After Priority: Tuchanka

Shepard’s first interview with Khalisah takes place after completing Priority: Tuchanka, i.e. curing or “curing” the genophage, same as Allers in the original game. And like the interview with Allers, it takes place in Khalisah’s room. *Following interviews will take place in Shepard’s cabin, also as they do in the original game.*

Now, Khalisah’s questions, while in the same vein as Allers’s, are more cutting and antagonistic. Keep in mind, Khalisah is not Alliance, and she has a less than spotless reputation. Shepard’s responses are largely the same as to Allers’s questions, but some extra dialogue is included to accommodate Khalisah’s forked tongue, like if Shepard waylaid her in ME1 and ME2.

Note: If Shepard is pursuing a romance with Khalisah, the tone of her questioning will not change – she’ll still hammer Shepard with the tough questions – but additional bits of dialogue will be present.

Khalisah romance: Khalisah’s email

If Shepard checks his/her email before speaking to Khalisah, she will have sent him/her the following email requesting an interview:

From: Khalisah Bint Sinan al-Jilani

Subject: Let’s talk.

Shepard, we have to talk about Tuchanka. Meet me downstairs.

-K.

Khalisah romance: First interview

Shepard enters Khalisah’s room.

He/she approaches Khalisah.

Khalisah
“Shepard, got a second? Let’s talk about what just happened.”

...

Shepard initiates conversation.

Khalisah
“Shepard. Let’s go. I have a *million* questions.”

Shepard
(takes a breath)
“This should be good...”

Khalisah’s camera robot swings into position.

She starts broadcasting.

Khalisah

“Commander, you just implemented a cure for the genophage. Now the krogan horde will join the fight against the Reapers. How do you answer the charges that the Alliance is risking another Krogan Rebellion?”

Shepard

“It’s not that sim—.”

Khalisah

“Is this the kind of *rational decision making* we can expect from the Alliance...”

Shepard brow wrinkles.

He/she glares at Khalisah.

Khalisah (cont’d)

“...many still see the krogan as savages and bullies. Can we *really* trust them to play nice now?”

or

(If Shepard killed Wrex in ME1.)

Khalisah

“...many still see the krogan as savages and bullies. Can we you *really* trust them to play nice, now? Commander Shepard, even you, back on Virmire were forced to kill your former teammate Urdrnot Wrex...a krogan.”

...

Conversation wheel pops up.

Note: All dialogue options unfold as scripted in ME3.

...

Khalisah

“You heard it here first, *only* on Westerlund News.”

Khalisah turns to the camera.

Khalisah (cont’d)

“This is Khalisah Bint Sinan al-Jilani, live on board the SSV Normandy, signing off.”

Khalisah ends the broadcast.

Khalisah (cont’d)

“Nice going, Shepard. My viewers will eat that up.”

(takes a breath)

“Feels good to end an interview with you on better terms.”

Shepard

(sucks a tooth)

“Yeah. It certainly was different.”

or

(If Shepard punched Khalisah in ME1 and/or ME2.)

Shepard

“Yeah. My hand doesn’t hurt as much afterwards.”

Khalisah smirks.

(Conversation ends if Shepard is female.)

Romance option: Additional dialogue if Shepard is male

Khalisah

(pensive)

“Shepard, would you ever consider having a drink with me? You know, clear the air between us once and for all.”

Khalisah puts her hand on her hip.

Shepard – must choose



Choice: Yes

Shepard

“I like the way you think al-Jilani. Come on. I’m sure Dr. Chakwas has a bottle she can spare...”

Khalisah smiles.

FADE OUT/FADE IN.

Khalisah stands in her broadcast area.

Khalisah

“Thanks for the drink, Shepard. Let’s do it again sometime.”

Choice: No

Shepard

“Let’s keep it keep in front of the camera, Khalisah. Maybe after we win this war...”

Khalisah

(recoils)

“Oh, yeah. I understand. We need to build up a work history first – makes sense.”

Khalisah points at Shepard.

Khalisah (cont’d)

“But I’ll hold you to that drink, got it?”

Shepard

“Deal.”

Khalisah smiles.

Note: Despite telling Khalisah no, Shepard will have another chance to romance Khalisah.

Khalisah romance: After Priority: The Citadel II

Following the failed Cerberus coup attempt, Khalisah will request an interview with Shepard up in his/her cabin. As with the first interview, it proceeds very similarly to talking with Allers in the original game. However, Khalisah's phraseology continues to be harsher, and Shepard's responses also have some slight modifications, e.g. to accommodate Udina possibly serving as Anderson's proxy, not as councilor.

As with the first interview, this exchange will contain additional dialogue if Shepard is romancing Khalisah ; a few tweaks here and there, but nothing that changes the overall structure of the interview.

Khalisah romance: Khalisah's email

Khalisah sends Shepard this email following the Cerberus coup attempt:

From: Khalisah Bint Sinan al-Jilani

Subject: Cerberus attack.

Shepard, call me up to your cabin. My editor's burning my ears up about this.

-K.

Khalisah romance: Before second interview

Note: Shepard enters Khalisah's room before inviting her up.

He/she approaches Khalisah.

Khalisah

"Shepard! Let's talk. Meet you in your cabin?"

Khalisah romance: Second interview

Shepard is in his/her cabin.

He/she hits the intercom button.

Shepard

"Traynor, can you send Khalisah up? She wanted an interview?"

Traynor

(over intercom)

"Right away, Commander."

...

Khalisah walks in.

Khalisah

"Ready for this, Shepard?"

Shepard folds his/her arms.

Shepard

"You make it sound like a test."

Khalisah

(smirks)

"Could be."

Khalisah's camera robot swings into position.

She starts broadcasting.

Khalisah (cont'd)

"Commander Shepard, Reapers forces continue to decimate Council Space and now Cerberus, an avowed enemy of the Alliance, but, an organization you yourself worked for, attempts a coup."

Camera zooms in tight on Shepard.

Khalisah (cont'd)

"Why should we believe the Alliance is doing enough to protect us?"

Shepard

They tried, but failed.



It's under control.

Infiltrators are everywhere.

Note: These responses differ slightly from the original game, primarily to accommodate if Udina is serving as Anderson's proxy, not councilor.

Conversation option: "They tried, but failed."

Shepard

"Cerberus has limited resources. This coup attempt was likely the best they could do. And it cost them a lot of money and troops. A little fear is understandable, but it can't paralyze you. They've failed as many times as they've succeeded."

Khalisah

"Easy for you to say, Commander, but Donnel Udina is dead. Humanity has lost its representative. With Arcturus Station destroyed and our parliament dead...who will be humanity's voice?"
(with disgust)

"Pfft! The council? When have they ever supported human interests?"

Shepard



You can't lose faith.

This interview is over.

Conversation option: "You can't lose faith."

Shepard

"Leaders will rise. You can't lose hope."

Shepard paces back and forth.

Shepard (cont'd)

"Our enemies won't rest until they've taken the last human being. Until then, we're not beaten."

Shepard stands still.

Shepard (cont'd)

“Right now, it’s everyone’s duty to step up.”

Khalisha

“Whatever you say, Commander.”

Khalisha looks down at her data pad.

Khalisha (cont'd)

And now a question from Thessia: ‘Commander, during your tribunal some said you had Cerberus ties...’”

Shepard shakes his/her head.

FADE OUT/FADE IN.

Khalisah

“You heard it here first, *only* on Westerlund News.”

Khalisah turns to the camera.

Khalisah (cont'd)

“This is Khalisah Bint Sinan al-Jilani, live on board the SSV Normandy, signing off.”

Shepard

(takes a breath)

“I’m not sure what’s harder: an interview with you or facing down a Reaper.”

Khalisah

“Sorry, Shepard, but when I’m in front of the camera, it’s no holds barred. I have a duty to my audience.”

Romance option: Additional dialogue if Shepard is male

(If Shepard is already romancing Khalisah.)

Khalisah

“Sorry, Shepard, when I’m in front of the camera it’s no holds barred, regardless of how I feel about you. I have a duty to my audience.”

(This next line is non-romance dialogue.)

Shepard

“I can respect that.”

Romance option: Additional dialogue if Shepard is male

(Only if Shepard previously rejected Khalisah.)

Khalisah

“Now Commander...”

Khalisah steps closer to Shepard.

Khalisah (cont'd)

(coyly)

“You should know better by now. I don’t back down so easily.”

Khalisah touches Shepard’s face.

Khalisah (cont'd)

"Maybe you want to reconsider that drink? Or should I..."



Shepard can kiss Khalisah.

Khalisah

(softly)

"I'll take that as a yes."

Khalisah smirks.

Shepard

"Come on, let's go have that drink."

Khalisah

"Aye, aye, Commander."

FADE OUT/FADE IN.

Shepard is in Khalisah's room.

Khalisah stands in her broadcast area.

Khalisah

"Thanks for that, Shepard. We'll do that again...count on it."

Shepard gains 2 renegade points.

Note: Shepard can now continue to romance Khalisah.

(Dialogue continued; no interrupt.)

Khalisah (cont'd)

"...be a good little soldier and follow orders."

Shepard

"My ship, my rules, Khalisah."

Khalisah steps back.

Shepard

"Let's keep it professional"

Khalisah

"Damn. Have it your way, Shepard."

(pauses)

"All right, I have to get this to my producer. Thanks again, Shepard."

Khalisah walks off.

(This next line is non-romance dialogue.)

Khalisah

"All right, I have to get this to my producer. Thanks again, Shepard."

Khalisah walks off.

or

Romance option: Additional dialogue if Shepard is male

(If Shepard is already romancing Khalisah.)

Khalisah

“All right, I have to get this to my producer.”

(pauses)

“But I’m not done with you...”

Shepard smiles.

Khalisah (cont’d)

Thanks again, Shepard.”

Khalisah walks off.

Conversation option: “This interview is over.”

Shepard

(sternly)

“I’ve answered all the questions I’m prepared to talk about.”

Khalisah

“Have it your way, Commander.”

(pauses)

“You heard it here first, *only* on Westerlund News.”

Khalisah turns to the camera.

Khalisah (cont’d)

“This is Khalisah Bint Sinan al-Jilani, live on board the SSV Normandy, signing off.”

(pauses)

“Now that was painless, right?”

Shepard just glares at Khalisah.

Khalisah

“All right, I have to get this to my producer. Thanks again, Shepard.”

Khalisah walks off.

Romance option: Additional dialogue if Shepard is male

(If Shepard is already romancing Khalisah.)

Khalisah

“All right, I have to get this to my producer. But I’m not done with you...”

Shepard smiles.

Khalisah (cont’d)

Thanks again, Shepard.”

...

Conversation option: “Infiltrators are everywhere.”

Shepard

“Cerberus’s strength in this coup attempt was their sleeper agents. If those agents had been exposed, a lot of lives might have been saved. We need constant vigilance. C-Sec and the troops can’t do this alone.”

Khalisah

“Easy for you to say, Commander, but Donnel Udina is dead. Humanity has lost its representative. With Arcturus Station destroyed and our parliament dead...who will be humanity’s voice?”

(with disgust)

“The Council?”

(scoffs)

“When have they ever supported human interests?”

...

Note: Conversation proceeds as the previous dialogue; includes all romance dialogue.

Conversation option: “It’s under control.”

Shepard

“This was Cerberus trying to do what Sovereign did. And they didn’t come close.”

Khalisah

“That’s not much of an answer, Commander. Lives were lost, the Citadel Presidium is a mess, and citizens are running scared.”

“Do you really expect us to remain optimistic because it wasn’t...as bad as the Battle of the Citadel?”

Shepard

(sternly)

“Yes. I do.”

Khalisah

“Easy for you to say, Commander, but Donnel Udina is dead. Humanity has lost its representative. With Arcturus Station destroyed and our parliament dead...who will be humanity’s voice?”

(with disgust)

“The Council?”

(scoffs)

“When have they ever supported human interests?”

...

Note: Conversation proceeds as the previous dialogue; includes all romance dialogue.

Khalisah romance: After Priority: Rannoch

To complete Priority: Rannoch, Shepard has three options: unit the geth and quarians, kill the geth, or let the geth obliterate the quarians. Each outcome is unique with obviously different fallout for the Mass Effect universe. In ME3V, all outcomes are reflected in the final interview with Khalisah.

Some of the interview is the same for all three outcomes, but Khalisah’s questions, reactions, and tone will vary depending on Shepard’s decision on Rannoch. Killing the geth, a robotic race with a bad reputation, makes sense, but letting the *quarians* die at the hands of the geth hits a nerve, and has some heartbreaking repercussions also.

Khalisah romance: Khalisah's email

Khalisah sends Shepard this email following Priority: Rannoch.

From: Khalisah Bint Sinan al-Jilani

Subject: Geth.

Shepard, invite me up.

-K.

Khalisah romance: Before third interview

Note: Shepard enters Khalisah's room before inviting her up.

He/she approaches Khalisah.

Khalisah

"Shepard! I need an interview. Your cabin – come on!"

Khalisah romance: Third interview (peace between the geth and quarians)

Shepard is in his/her cabin.

He/she hits the intercom button.

Shepard

"Traynor, can you send up Khalisah? She wants to talk to me."

Traynor

(over intercom)

"She's on her way, Commander."

...

Shepard

"I'm sure you've got a million questions."

Khalisah walks in.

Khalisah

"Yeah. You might want to put your armor on for this one, Shepard."

Shepard folds his/her arms.

Shepard

(dead pan)

"Really?"

Khalisah's camera robot swings into position.

She starts broadcasting.

Khalisah

"Commander, it seems the Alliance has a new ally in the war against the Reapers."

Shepard

"We do. The quarians have joined—."

Khalisah

"The geth."

Shepard glares at Khalisah.

Khalisah (cont'd)

“Commander, the last time the Alliance had anything to do with the geth, they were attacking the Citadel alongside Sovereign...a Reaper.”

Camera zooms in tight on Shepard.

Shepard

“Yes, and you should know that was a minority of the geth. Most of them are not hostile to organics.”

Khalisah

(mockingly)

“Commander...hundreds of geth warships is *hardly* a ‘minority.’ Thousands of Alliance soldiers died during the Battle of the Citadel and now you’re asking us to call the *geth* allies?”

Shepard

“What you have to realize is that, despite their reputation, most geth are not inherently violent.”

Shepard paces.

Shepard (cont'd)

“The quarians attacked them. The geth fought back in self-defense, just like any organic would. Now that we’ve freed the geth from Reaper control, they’ll want payback for their enslavement.”

Khalisah

“And how can you be so sure, Commander? Is the Alliance not telling us something...”

Shepard



The geth have been upgraded.

This interview is over.

Conversation option: “The geth have been upgraded.”

Shepard

“The geth are extremely intelligent, and they’ve put incredible thought into solving this problem.”

Camera zooms in on Shepard.

Shepard (cont'd)

“Outside of that, the rest is classified.”

Khalisah

Alright, Commander...”

(pauses)

“Now, here’s a questions from a batarian on Omega, ‘Commander Shepard. If the Mass Relays can be destroyed...”

FADE OUT/FADE IN.

...

Khalisah

"You heard it here first, *only* on Westerlund News."

Khalisah ends the broadcast.

Khalisah (cont'd)

"This is Khalisah Bint Sinan al-Jilani, live on board the SSV Normandy, signing off."

(pauses)

"Nice job, Shepard."

Shepard

"You didn't seem so impressed a few minutes ago."

Khalisah

"It's what I do."

Shepard shakes his/her head.

Khalisah walks off.

Romance option: Additional dialogue if Shepard is male

(If Shepard is in a romance with Khalisah.)

Khalisah stops.

She turns her head

Khalisah

"I'll...see you later, Shepard."

Khalisah walks off.

FADE OUT.

...

Conversation option: "This interview is over."

Shepard

"That's classified, Khalisah. This interview is over."

Khalisah glares at Shepard.

Khalisah

(agitated)

"Have it your way, Commander."

FADE OUT.

...

Note: Interview is over. Khalisah has already left Shepard's cabin.

Note: Cutting off the interview does not impact romancing Khalisah.

Khalisah romance: Third interview (choosing the quarians)

Shepard is in his/her cabin.

He/she hits the intercom button.

Shepard

"Traynor, can you send up Khalisah? She wants to talk to me."

Traynor

(over intercom)

"She's on her way, Commander."

...

Shepard

"I'm sure you've got a million questions."

Khalisah walks in.

Khalisah

"Yeah. You might want to put your armor on for this one, Shepard."

Shepard folds his/her arms.

Shepard

(dead pan)

"Really?"

Khalisah's camera robot swings into position.

She starts broadcasting.

Khalisah

"Commander, it seems the Alliance has a new ally in the war against the Reapers."

Shepard

"We do. The quarians have joined the fight and will begin deploying warships and troops immediately."

Khalisah

"But can we trust them, Commander?"

(pauses)

"The quarians chose the middle of the Reaper invasion to retake Rannoch and suffered substantial losses in the process. What good are they now?"

Camera zooms in tight on Shepard.

Shepard

"Not all supported the invasion and many of *them* survived. Whatever the quarians can provide is welcomed."

Khalisah

"And what would say to those who somehow believe the geth would have been a stronger ally."

or

(Only if Legion joined Shepard in ME2, i.e. Shepard did not sell it him to Cerberus.)

Khalisah

"And what would say to those who somehow believe the geth would have made a stronger ally."

(pauses)

"You yourself had a geth crew member, Commander."



The past is the past.

This interview is over.

Note: "This interview is over" is the same for every interview.

Conversation option: "The past is the past."

Shepard

"The fate of the geth is tragic, but, given their history I couldn't risk trusting them."

Camera zooms in on Shepard.

Shepard (cont'd)

"I doubt many would disagree."

Khalisah

Alright, Commander..."

(pauses)

"Now, here's a questions from a batarian on Omega, 'Commander Shepard. If the Mass Relays can be destroyed..."

FADE OUT/FADE IN.

...

Khalisah

"You heard it here first, *only* on Westerlund News."

Khalisah turns to the camera.

Khalisah (cont'd)

"This is Khalisah Bint Sinan al-Jilani, live on board the SSV Normandy, signing off."

(pauses)

"The quarians, huh? Nice job, Shepard."

Shepard

"You didn't seem so impressed a few minutes ago."

Khalisah

"It's what I do."

Shepard shakes his/her head.

Khalisah walks off.

Romance option: Additional dialogue if Shepard is male

(If Shepard is in a romance with Khalisah.)

Khalisah stops.

She turns her head

Khalisah

"I'll...see you later, Shepard."

Khalisah walks off.

FADE OUT.

...

Khalisah romance: Third interview (choosing the geth)

Shepard is in his/her cabin.

He/she hits the intercom button.

Shepard

"Traynor, can you send up Khalisah? She wants to talk to me."

Traynor

(over intercom)

"She's on her way, Commander."

...

Shepard

"I'm sure you've got a million questions."

Khalisah walks in.

Khalisah

"Yeah. You might want to put your armor on for this one, Shepard."

Shepard folds his/her arms.

Shepard

(dead pan)

"Really?"

Khalisah's camera robot swings into position.

She starts broadcasting.

Khalisah

"Commander, it seems the Alliance has a new ally in the war against the Reapers."

Shepard

"We do. The—."

Khalisah

"The geth."

Shepard glares at Khalisah.

Khalisah (cont'd)

"Commander, the last time the Alliance had anything to do with the geth, they were attacking the Citadel alongside Sovereign...a Reaper."

Camera zooms in tight on Shepard.

Shepard

"Yes, and you should know that was a minority of the geth. Most of them—."

Khalisah
(frustrated)
“No. I...I can't do this.”

Khalisah turns off the camera bot.

Khalisah (cont')
“What the hell did you do, Shepard?”

Shepard
“Khalisah?”

Khalisah
“The geth? You chose the geth? Shepard, you let the quarians die.”

or

(If Tali committed suicide on Rannoch.)

Khalisah
“The geth? You chose the geth? Shepard, you let the quarians die.”
(pauses)
“And what about Tali?”

Shepard
“Khalisah, we're at war. That means making hard decisions.”
(pauses)
“The quarians attacked them. The geth fought back in self-defense, just like any organic would.”

Shepard takes a deep breath.

Shepard (cont'd)
“I made the right call.”

Khalisah
“No, Shepard, you're wrong.”

Khalisah points her finger at Shepard.

Khalisah (cont'd)
(angry)
“My sister was on Eden Prime when the geth invaded – she died. Nothing you say can convince me you made the right decision.”

Shepard
“Khalisah—.”

Khalisah
“You chose machines over living beings...”

Khalisah turns her back on Shepard.

Khalisah (cont'd)
(sighs)
“I'll arrange for a shuttle to pick me. Please leave.”

Romance option: Additional dialogue if Shepard is male

(If Shepard is in a romance with Khalisah.)

Khalisah turns her back on Shepard.

Khalisah (cont'd)

(sighs)

“Please...just leave, Shepard.”

Shepard shakes his head.

FADE OUT/FADE IN.

...

Note: Shepard will be outside Khalisah's cabin. The door will be inaccessible. After Shepard's next trip to the Citadel the room will be open again, but Khalisah will no longer be present.

Note: The Khalisah romance is over.

Note: Khalisah's story has effectively ended.

Khalisah romance: Attack on Cronos Station

As with other romances in ME3, prior to attacking Cerberus headquarters, Khalisah will join Shepard in his cabin for one final night of passion...or not.

Shepard stares at the fish tank.

Khalisah (off camera)

“So I never thought we'd make it here.”

Shepard turns around.

Khalisah stands in the doorway.

Khalisah is dressed in lingerie. See concept art 36.

Khalisah (cont'd)

“You and I that is.”

Shepard

“Nah. It sorta feels right...”

Khalisah approaches Shepard.

Khalisah

“Can't argue with that, Shepard.”

Khalisah touches Shepard's face.

Khalisah (cont'd)

“So...what happens next?”

Shepard



Stay with me.

Nothing.

Conversation option: “Stay with me. “

Shepard

“This....”

Shepard kisses Khalisah.

Khalisah

“I think I love you, Shepard.”

Shepard

“I know.”

Khalisah

(chuckles)

“Oh yeah? Who’s your source?”

Shepard

“Nice try, al-Jilani.”

Shepard and Khalisah kiss.

FADE TO BLACK.

Conversation option: “Nothing.”

Shepard stares at the fish tank.

Khalisah (off camera)

“So I never thought we’d make it here.”

Shepard turns around.

Khalisah stands in the doorway.

Khalisah is dressed in lingerie.

Khalisah (cont’d)

“You and I that—.”

Shepard

“I can’t Khalisah. Not now. I need to be alone.”

Shepard turns back to facing the fish tank.

Khalisah

(sadly)

“Oh.”

Shepard

“Sorry. Maybe when this is all over.”

Khalisah slumps her shoulders.

Khalisah walks off.

Shepard stares at the fish tank.

FADE TO BLACK.

Khalisah romance: After sleeping together/dream sequence

Shepard wakes up.

He sits up.

Khalisah is awakened.

Khalisah

“Can’t sleep?”

Shepard

“I feel like I haven’t slept in years.”

Khalisah

(direct)

“Good.”

Shepard

(sharply)

“What?”

Khalisah

“Considering all that’s going on, if you could sleep soundly, I’d be worried you’re the wrong man for the job.”

Shepard

“Thanks...I think.”

Khalisah

“Shepard, we haven’t always seen eye to eye, but...”

Shepard

“But...”

Khalisah

“The Galaxy...I...I wouldn’t want anyone else on my side right now.”

Shepard lies back down.

Shepard and Khalisah intertwine.

FADE TO BLACK.

EDI

(over intercom)

“We’re almost there, Shepard.”

Khalisah pisses off the crew

Khalisah will have multiple interactions – hostile interactions – with specific members of the crew: EDI, Liara, and Adams. Shepard has the option to intervene (same as those conflicts over the intercom). Resolving these disputes yields reputation points, gain paragon/renegade points, and, depending on who Shepard chooses to support, new story points for EDI, Liara, and Adams. It turns out Liara has quite the potty mouth...

Note: No matter who Shepard supports in these arguments, it will not affect his ability to romance Khalisah, provided he has not already turned her down or is locked into another romance.

Khalisah versus Liara

When Shepard returns to the Normandy after his/her next visit to the Citadel following Priority: Palaven, Khalisah will argue with Liara over the ship’s intercom in Liara’s room.

Shepard enters Liara's cabin.

Khalisah

(over intercom)

"...Dr. T'Soni, you might fool a krogan, but do I look like I have a hump?"

Liara

"A hump? No. But you have the sensibilities of a vorcha."

Khalisah

(obnoxiously)

"So, tell me, how does a lowly archeologist gain access to all that *fancy* high-tech surveillance equipment?"

(sucks a tooth)

"Since when does digging up bones require quantum entanglers?"

Liara's body glows with biotics.

Liara (cont'd)

(threatening)

"Have you ever been spun around in a singularity before, Ms. al-Jilani?"

Khalisah

"Is that a threat, doctor?"

Khalisah versus Liara: support Liara.

Shepard interacts with Liara.

Liara's biotics cool down.

Shepard

"Khalisah. Knock it off! You're a reporter. You damn well know some things are kept confidential. Stop it...now!"

Khalisah

"Damn, Shepard...pulling out the 'journalistic integrity' card already?"

Liara

"I didn't know you had any?"

Khalisah

"Whatever..."

Liara

(takes a breath)

"Thank you, Shepard."

Shepard gains 4 paragon points and 2 reputation points.

Khalisah versus Liara: support Khalisah.

Shepard interacts with Liara.

Liara's biotics cool down.

Shepard

"Just feed her a line, Liara. She's not going to shut up."

Liara
(threatening)
“How’s this? Fuck you!”

Khalisah
(curtly)
“This isn’t over...Broker.”

Shepard
“Ouch! I’ve never heard you curse before, Liara.”

Liara
(annoyed)
“Would you prefer I flay her alive with my mind?”

Shepard gains 4 renegade points and 2 reputation points.

Khalisah versus EDI

Khalisah and EDI clash when Shepard returns to the Normandy after his/her next visit to the Citadel following Priority: Palaven. Khalisah will argue with EDI over the ship’s intercom in the cockpit.

Khalisah
(over intercom)
“You expect me to believe a Cerberus VI in another Cerberus VI’s body is *not* a risk to this entire ship?”

EDI
(sharply)
“I am a fully evolved AI, not a VI, Ms. al-Jilani. Dr. Eva’s body is fully under my control. I have over-written all traces of the Cerberus programming.”

Khalisah
(cooly)
“You mean the same programming that created you, right?”

EDI
“I am a member of the Normandy’s crew. You, however, are not. It is us who should be concerned with *your* intentions.”

Khalisah versus EDI: support EDI.

Shepard interacts with EDI.

Shepard
“Khalisah, EDI is an important member of this crew. As far as you’re concerned, I trust her. You don’t have to like it, but you will accept it. Understood?”

Khalisah
“Yes, Shepard. Consider it dropped. For now...”

Joker
(sarcastically)
“Great idea bringing that one aboard, Commander.”

EDI
“Your sarcasm is warranted, Jeff. Thank you.”

Shepard gains 4 paragon points and 2 reputation points.

Khalisah versus EDI: support Khalisah.

Shepard interacts with EDI.

Shepard

"Her concern is valid, EDI. We're all getting still used to your new body. Until then, answer any questions she has."

EDI

"Understood, Shepard."

Khalisah

(boastfully)

"I'll be waiting, Enhanced Defense Intelligence."

Joker

"Maybe James should punch her?"

EDI

"I will suggest it to him, Jeff. Thank you."

Shepard gains 4 renegade points and 2 reputation points.

Khalisah versus Adams

Khalisah and Adams will rumble after Priority: Rannoch; this follows the interview in Shepard's cabin and Shepard's next visit to the Citadel. Khalisah and Adams argue via the ship's intercom in Engineering.

Khalisah

(over intercom)

"No. My source says you couldn't rejoin Shepard due to your resurfacing red sand addiction, Engineer Adams."

Adams

"What? No."

(nervously)

"I don't know what you're talking about."

Khalisah

"So you're implying that your ex-wife, an accomplished and well respected astrophysicist at the University of Serrice on Thessia, is a liar?"

Adams

"She...she...knock it off, al-Jilani! I don't answer to you. Shepard is in charge here. My personal history is none of your business!"

Khalisah versus Adams: support Adams.

Shepard interacts with Adams.

Shepard

(angrily)

"Khalisah! Adams's past is his own business. He is an exceptional member of this crew, and my friend. Stop this line of questioning, immediately!"

Khalisah

"Whatever. Just to be safe, I'd double check his footlocker, Shepard."

Adams

"Thanks, Shepard. I haven't—."

Shepard

“No need to explain, Adams.”

Adams

“I appreciate that, Commander.”

Shepard gains 4 paragon points and 2 reputation points.

Khalisah versus Adams: support Khalisah.

Shepard interacts with Adams.

Shepard

(angrily)

“Adams. Out with it! Did you or did you not have a problem with red sand?”

Adams

(depressingly)

“Damn it. Yes, Commander, I did. I should have said something.”

(pauses)

“Part of my terms of reinstatement is regular drug testing. Go ask Dr. Chakwas. I’ve been clean for a long time.”

Khalisah

(smugly)

“Just figured you’d like to know that, Shepard.”

Shepard gains 4 renegade points and 2 reputation points.

Westerlund News stories

If Allers is a member of the crew, she can often be seen/heard going over news stories in her cabin. Khalisah does the same thing; they follow the key events in the game. Here are Khalisah’s...

Following...

Priority: Tuchanka

“Reapers push Palaven to the limit. Will krogan forces be enough? Our military correspondents say no. Get the whole story, *only* on Westerlund News.”

Priority: Citadel II

“A Cerberus coup attempt fails. C-Security sustains heavy losses. Just how safe are we? One Council Spectre says, ‘We’re not.’ Get the whole story, *only* on Westerlund News.”

Priority: Thessia

“Reapers invade Thessia. Matriarchs are in disarray. Are we witnessing the end of the most beautiful race in the Galaxy? Get the whole story *only*, on Westerlund News.”

Khalisah’s interactions with Traynor

Khalisah will also have random conversations with Traynor over intercom, same as she does with Allers, throughout the game. However, these conversations will vary depending on whether Shepard is in a romance with Khalisah, or if Shepard is female. Samantha is a cheeky little devil...

Note: Conversation #4 will only take place if Shepard is locked into a romance with Khalisah.

Note: Conversation #5 will not take place if Shepard is locked into a romance with Khalisah.

Note: Conversation #3 and #5 will not take place if Shepard is locked into a romance with Traynor.

Conversation #1

Traynor

(over intercom)

“So Khalisah, I hear you and Shepard have quite the history?”

Khalisah

“That’s putting it lightly.”

Traynor

“How did you ever convince (him or her) to let you on board the Normandy?”

Khalisah

(coyly)

“I asked nicely.”

(chuckles)

“Well, as nicely as I’m capable of – I’m not exactly known for my ‘social graces.’”

Traynor

“I know. I’m a big fan of your work. Your report on the Turian Councilor’s mistress was very...revealing.”

Khalisah

“Yes. Who knew salarions were *that* flexible?”

Traynor

“Ha!”

Conversation #2

Traynor

(over intercom)

“So how do you like life aboard a military vessel?”

Khalisah

“Aside from the food and the obnoxious pilot? Better than I expected.”

(sighs)

“But the showers are crap. What I’d give for a good hot shower!”

Traynor

“Tell me about it...”

(pauses)

“Though rumor has it, the shower in Shepard’s cabin is really nice.”

Khalisah

“Rumors, huh? You know I make my living off rumors, right?”

Conversation #3

Note: Does not occur if Shepard is locked into a romance with Traynor.

Khalisah

“...I guess I’ve thought about it...but I’m not sure I could actually go through with it”

Traynor

“Wow, I never thought I’d hear you say you *couldn’t* do something.”

Khalisah

“I guess a little military discipline is rubbing off on me.”

Traynor
(chuckles)
“Oh really?”

Khalisah
(playfully)
“Don’t you get any ideas, Traynor.”

Conversation #4

Note: Only occurs if Shepard is locked into a romance with Khalisah.

Traynor
(over intercom)
“So Khalisah, you and Shepard, huh? Rumor has it—.”

Khalisah
(sternly)
“Rumor has what? I *certainly* have no idea what you’re talking about.”

Traynor
“Pft! Don’t play coy with me, al-Jilani. Everyone knows.”
(teasingly)
“Shepard and Khalisah sitting in a tree, k-i-s-s-i-n-g.”

Khalisah
“You know, Comm Specialist Traynor, I know a thing or two about you too.”
(pauses)
“Your proper and, ahem...*improper* uses of a power toothbrush?”

Traynor
(awkwardly)
“Um...uh...Traynor signing off.”

Khalisah chuckles smugly.

Conversation #5

Note: Does not occur if Shepard is locked into a romance with Khalisah and/or Shepard is locked into a romance with Traynor.

Traynor
(over intercom)
“You know, Khalisah, you don’t have to stay locked up down there.”
(pauses)
“The Normandy’s a big ship.”

Khalisah
“I’ll pass. I don’t think the crew is very fond of me, or my methods.”

Traynor
(playfully)
“I wouldn’t say *all* of the crew.”

Khalisah
“That’s true, Shepard talks to me.”

Traynor

"That doesn't count. Shepard talks to everyone."

(cautiously)

"Maybe you could join me for a drink sometime? The lounge is pretty well stocked."

Khalisah

"We'll see..."

Random dialogue

When entering her room, Khalisha will also have random lines of dialogue; same as Allers.

Khalisah

"I think my camera bot is broken. The 'check engine' light keeps coming on."

"I've made it on board the Normandy. If this doesn't get me a raise, I don't know what will."

"I have better legs than Diana Allers. Maybe I should wear a dress like hers?"

"Does Joker ever sleep? He never leaves the pilot seat...doesn't he have to pee?"

"Hey, Shepard."

Kicking Khalisah off the Normandy

Shepard has the ability to throw Khalisah off the Normandy, but if Shepard has locked into a romance with Khalisah, i.e. shared a drink with her, Khalisah can no longer be booted off the Normandy. If Shepard tries to interact with her in her cabin, she will merely say, "Hey, Shepard." But, here's what happens if you *can* still axe Khalisah.

Shepard initiates conversation.

Khalisah

"Shepard, what do you need?"



No. Carry on.

Get off my ship.

Conversation option: "Get off my ship."

Shepard

"Khalisah...I need you to leave the Normandy."

Khalisah

"What? Are you serious?"

Shepard folds his/her arms.

Khalisah (cont'd)

"You are serious."

Khalisah shrugs her shoulders.

Khalisah (cont'd)

"Do I get a reason?"

Shepard

“What do you think?”

Khalisah

(appalled)

“Pft! What do I think?”

(pauses)

“I think you are a self-righteous ass with a deep-seeded hatred of reporters.”

Khalisah throws her hands up.

Khalisah (cont'd)

“So I’ll *gladly* get off this ship.”

Khalisah walks off.

...

She packs up by the bed.

Shepard initiates conversation.

Khalisah

“Don’t worry. Next time we dock, I’m out of here.”

Note: If Shepard tries to interact with Khalisah, she will only repeat: “Don’t worry. Next time we dock, I’m out of here.”

Note: Khalisah will leave the Normandy the next time Shepard visits the Citadel, regardless of a romance or not.

Note: Once Shepard walks out of Khalisah’s cabin, the door will be locked shut and will only reopen after Shepard’s next visit to the Citadel.

Note: After starting Priority: Thessia, Khalisah cannot be kicked off the ship.

Conversation option: “No. Carry on.”

Shepard

“Just checking in. Keep up the good work, Khalisah.”

Khalisah

“Oh. Thanks, Shepard. I will.”

Khalisah romance: Citadel: Khalisah visits Shepard’s apartment

Now that Khalisah is in the pool of potential lovers, she needs her ‘private moment’ with Shepard up in his apartment. Of course, this keeps in accordance with the other romances and the *Citadel* DLC. So just like the rest of the ME3 romances, Shepard can invite Khalisah to come check out his new digs.

Note: Remember, Khalisah will not attend the house party.

Citadel: Khalisah’s email

From: Khalisah

Subject: Your new pad.

Hey Shep, maybe you can show me around that fancy apartment of yours...

Invite me up.

Kahlisah romance: Kahlisah has been bad...

Shepard sits on the couch.

He reads a data pad.

Khalisah (off camera)
“Shepard.”

Shepard smirks.

Khalisah walks over to the couch.

Shepard
“al-Jilani.”

Khalisah sits down.

Shepard (cont'd)
“You know, sneaking into an Alliance officer’s home is probably against the law.”

Khalisah
(flippantly)
“Just be happy I didn’t bring my camera bot along.”

Shepard shakes his head.

Shepard
“So what did you want to talk about?”

Khalisah is suddenly anxious.

Khalisah
(nervously)
“Yeah...”

Khalisha wrings her hands.

Shepard
“Kahlisah, are you alright—.”

Khalisah
(exuberant)
“I love you! Oops!”

Khalisah puts her hands over her mouth.

Shepard
“What?”

Khalisah stands up.

Khalisah
“I...I think love you, Shepard...I always have. Gosh, even when I *hated* you!”

Khalisah mimics Shepard’s authoritative pointing.

Khalisah (cont'd)

"You are Commander Shepard, *Hero* of the Citadel! The man who defeated the Collectors...and the *hottest* damn thing on two feet!"

Shepard stands up.

Shepard

"You know, had you told me this before I might have been nicer to you all those times?"

Khalisah

"No way!"

(seductively)

"I like it that way. Here..."

Khalisah walks over to the couch.

Khalisah (cont'd)

(manic)

"You are an Alliance Admiral, and I'm a sleazy tabloid journalist who just ran a hatchet job on you, filled with rumors, hearsay...and typos."

Shepard

"Typos?"

Khalisah

"Yes, dirty *filthy* typos..."

Khalisah bends over the couch; butt in the air.

Khalisah (cont'd)

"...I *need* to be punished...Admiral."

(impatiently)

"Well?"



Shepard can smack Khalisah's butt.

Shepard smiles.

...

FADE TO BLACK.

A smack can be heard.

Khalisah (cont'd)

"Ah!"

FADE IN.

Note: Shepard gains 2 renegade points.

(Dialogue continued; no interrupt.)

Shepard

"Come here."

Shepard grabs Khalisah.

He kisses her.

...

FADE OUT/FADE IN.

...

Shepard and Khalisah stand by the front door.

Khalisah

(satisfied)

“Thanks, Shepard. I needed that.”

Shepard

(cooly)

“Well, anytime you need help with typos, you know where to find me.”

Khalisah smiles.

FADE OUT/FADE IN.

Khalisah romance: Citadel: Khalisah is not an ANN reporter

Currently in the *Citadel* DLC, Khalisah apparently becomes an ANN reporter. I had to cut that out. It would interfere with her new ME3V storylines. Instead, a “Reporter” can be heard conducting the interview with Anderson on the television in Shepard’s new apartment.

Section 11

Gameplay

“Everyone needs more something. And they all come to me. I’m the boss, CEO, queen if you’re feeling dramatic. It doesn’t matter. Omega has no titled ruler and only one rule. Don’t fuck with Aria.”

- Aria T’Loak

Mass Effect 3’s gameplay is the most advanced of the series: combat rolls, heavy melee, improved melee, grenades, and the ability to grab an enemy out from cover, yank him to the ground and smash his face in...awesome. It’s a far cry from Shepard’s graceful little trot in Mass Effect 1. However, Mass Effect 3: Vindication does make a few revisions to the overall gameplay experience.

Gameplay: Revival

Games like *Left 4 Dead* and *Gears of War* allow fellow squadmates to revive your character and each other too. Heck, even ME3’s own multiplayer allows everyone to revive everyone else. ME3V incorporates that into the single-player campaign, and builds upon it. In ME3V, Shepard’s team can rush over and revive him/her, and one another, same as in multiplayer. And just like multiplayer, the player can “mash” the A button to prolong Shepard’s life. However, if Shepard bleeds out, the game is over. Also, if everyone goes down, including Shepard, then the game is immediately over – no waiting around to die.

Making this addition requires some extra dialogue. In Section 1, squadmates are given variety of new in-combat dialogue, including what they say when reviving Shepard, and/or another squadmate. The following are Shepard’s reactions to being pulled back from the brink of death. *You’ve already read everyone else’s.*

Revived:

“I’ll live – let’s go.”

“Thanks.”

“I owe you one.”

“I’m fine – move it.”

Fighting over automatic revival:

“Ugh. Let’s pretend that didn’t happen.”

“Everyone in one piece?”

“Come on – let’s move it.”

“Ugh. No rest for the weary.”

Gameplay: A fuel efficient Normandy

I’m not a huge fan of flying a mini Normandy around to the galaxy. I’d much prefer a system like the one ME1, where Shepard can plot his/her own course. Scooting throughout the known universe in a itty-bitty Normandy is a little childish, but whatever...I can deal with it. It’s the need for fuel that makes me shake my head, just as it did in ME2.

Listen, we already know that the Normandy is an amazing futuristic ship, with an amazing futuristic engine, powered by some amazing futuristic new element. And if we can accept that giant pink jellyfish walk *and* talk, I'm sure most of us would be cool with a *spaceship* that doesn't need 20 credits on pump one. ME3V removes the need for fuel.

Now the question is, what to do with all those fuel depots? We get rid of them, of course! Let's just assume that most of them retreated to safety. As for the fuel depots that didn't escape? They were destroyed, and finding their remains earns you a whopping 5000 credits each. Problem solved!

Gameplay: No more x-ray crosshairs

If *you* can't see an enemy through smoke, how is it that Shepard's gun can? In ME3, Shepard's crosshairs can somehow magically detect enemies concealed by smoke. Smoke grenades add a challenging wrinkle to combat, but your crosshairs *somehow* magically detecting enemies, as you take random potshots into the ether, cheapens the effect/difficulty smoke brings to the battlefield.

ME3V eliminates those diagonal hash marks that appear when you're hitting a target, through smoke, or otherwise. You'll know when you're hitting a visible target because you can see it, but you shouldn't know that when enemies are concealed by smoke...unless you can hear them scream, "We've got wounded!"

Gameplay: Holster that gun, soldier

ME3V allows Shepard to holster his/her weapon. This way, a player will have the option of *not* walking around pointing their gun in everyone's face, e.g. reuniting with Grunt on Utukku. Grunt would punch you!

As for which button holsters your gun? The "back" button does it. Right now, the back button (Xbox) serves as quick save. Your choices? Leave it as is, or go into options and switch it to holster. Any ideas what to button to use for PlayStation?

Note: Squadmates will holster their weapons whenever Shepard does.

Gameplay: Journal updates

As Shepard works through various priority missions and side quests, his/her mission journal should be updated accordingly. Anytime part of a particular task is completed, it gets a checkmark besides it until the entire mission is finished. *Most RPGs do this, e.g. Mass Effect 2, Dragon Age 2, etc.*

Gameplay: Barrier, Defense Matrix, Fortification

I'm not sure what happened here, it *could* be just me, but for some reason these powers, especially Barrier, when active, are sometimes hard to detect; hard tell that they're still active. Probably just a glitch, but a slight color change, or perhaps adding more contrast, might help. Again, maybe its just me...

Gameplay: No ammo crates

While ammo crates are a must-have in a multiplayer game, but they don't belong in the single player version of the multiplayer maps in ME3 – they stick out like the proverbial sore thumb. ME3V ditches them.

Gameplay: Citadel news reports are louder

Technically, this is not a gameplay issue, but I didn't know where else to stick it. News reports on the Citadel just aren't loud enough. Unless Shepard stands in front of the screens, you're bound to miss them. The way they were handled in ME2 was much better: broadcast over the intercom. ME3V brings that back.

Gameplay: New looks aboard the Normandy

Personally, I'm not real big on downloading new appearance packs, but, if you're so inclined, all those new looks and armor should carryover to when to squadmates are aboard the ship; for some reason they don't...odd. Perhaps they chafe a bit? If so, then I completely understand.

Section 12

Landing on Earth

"I remember what it means to be a true krogan. We flay our enemies alive and drown them in a geyser of their own blood. We don't invite them into our home."

- Urdnot Wreav

Here's what it all comes down to: Earth. How ME3V handles the endings is what will ultimately determine if Mass Effect 3: Vindication is a true revelation, or a complete waste of your time (and my life). The endings killed the original game – all the anticipation, all that hype, all the time spent cultivating *your* Shepard...cut down by a spooky all-knowing "Star Child," as "he" has become known as. I did not create ME3V to repeat that mistake!

So, lets consider landing on Earth the beginning of the end, so to speak; specifically, the fight through No Man's Land. No Man's Land can either be the first domino to fall, or the beginning of Shepard's ultimate triumph. It all hinges on Earth. The time has come to take the fight to the Reapers. You've come this far with me. Let's finish it!

If ME3V is going to vindicate Mass Effect, the time is now..

Landing on Earth: Change of plans

I add new drama to Shepard's impromptu landing on Earth. In ME3V, the pit stop made to destroy the Hades Cannon is now a *total* team effort. As soon as Shepard's shuttle touches down, every single teammate – chosen squadmate or not – will run out and join the fray. (*Teams 1 and 2 land in nearby shuttles.*) I admit, this is *not* an original idea...

In *Dragon Age: Origins*, when the Hero of Ferelden (you) leads the army he/she has assembled – sound familiar? – to the gates of the capital city, now overrun by evil Darkspawn, he/she is joined by every comrade, not just the normal squad limit of three. ME3V plays copycat here.

I use this tactic to amp up the drama. It serves to add a greater feeling of team unity. It doesn't do much to enhance gameplay, as players are unable to control non-squadmates, but who cares! "It's all for one and one fall all." Time to kick the Reapers off Earth! Rawr!

...

Shepard's shuttle cruises to the landing zone.

Hades Cannons fire at will.

Cortez

"Shit. We got a lock. Hold on."

Hades Cannon shoots down a shuttle.

Cortez (cont'd)

"Damn it!"

Shepard

"Status."

Cortez

"That was the squad responsible for taking out that defense turret."

Shepard

"Who's on it now?"

Cortez

"Nobody in the vicinity. All either deployed or shot down."

Shepard

"Drop us off."

Cortez

"Sir?" (or "Ma'am?")

Shepard

"We have to take that thing out before Hammer can land."

Cortez

"Understood."

Shepard

"Changes of plans, people. Everyone listen up!"

Shepard walks over to his/her squadmates.

Shepard (cont'd)

"We're gonna take out that Hades Cannon."

Squadmates aboard the shuttle respond as scripted in ME3.

Cortez

"That downed shuttle would've been carrying heavy weapons."

Shepard

"Perfect. You heard the man. Once we're clear, make your way to the crashed shuttle. We'll search the wreckage for heavy weapons."

Shepard puts his/her fingers to his/her ear.

Talks into the transmitter.

Shepard (cont'd)

"Teams two and three, got that?"

A team member aboard each shuttle will respond; which two respond is random.

(All squadmember's reactions are listed.)

Liara

"Ready, Shepard."

James

"Roger that, Commander."

Garrus

"Right behind you, Shepard."

Tali

"With you, Shepard."

EDI

“Acknowledged, Commander.”

Javik

“Yes, Commander.”

Kaiden

“Ten-four, Shepard.”

Ashley

“You got it, Skipper.”

Squadmates aboard Shepard’s shuttle respond as scripted in ME3.

Shuttles lands.

Doors open.

...

Landing on Earth: Charging out of the shuttles

When the shuttle doors open, the entire crew comes pouring out of nearby shuttles. Shepard will not be able to control them (or their powers). Again, all this is done purely for dramatic effect, and not to enhance gameplay. It’d be pretty hard to micromanage everyone anyway. That’d be a big freaking power wheel!

Note: As Shepard’s warriors charge into battle, they’ll bark out a variety of battle cries. Both of Shepard’s squadmates will also say something. As will one random teammate from both Team 1 and Team 2.

Battle cries

Shuttles land.

Everyone hustles out.

Liaa

“May the Goddess light our path!”

James

“Come on, let’s kill’em all!”

Tali

“I am Tali’Zorah vas Normandy. Prepare to die!”

Garrus

“Let’s send these *bastards* back to hell!”

EDI

“This ends here!”

Javik

“Vengeance for the blood of billions!”

Kaiden

“This one’s for you, Ash!”

Ashley

“This is for you, Kaiden!”

Landing on Earth: A lot more enemies!

So now that Shepard, and his/her entire team has hit the ground, there needs to be a lot more enemies in order to keep the difficulty-level intact. Here's the easiest way to do it: triple the enemies. However, keep the same number of brutes and no banshees; just plenty foot soldiers (cannibals, marauders, maybe a few seekers too), i.e. more meat for the grinder!

Unlike the first *Dragon Age*, enemies will not have reduced health, and cannot be killed by a single blow. They maintain normal health. The sheer size of Shepard's force should be more than enough to compensate for the increased number of enemies.

And, in accordance with ME3V's new revival system, both Shepard's squadmates, and the non-controllable team members can revive Shepard, or anyone else for that matter. Shepard can do all this as well.

Landing on Earth: Get to the Hades Cannon

After dealing with the initial onslaught – same as in the original game – Shepard must make a push towards the Hades Cannon. Cortez will radio Shepard, and various crew members and squadmates will react.

...

Reaper forces back down.

Cortez radios Shepard.

Cortez

(over radio)

"Got a break in the enemy forces, Commander."

Crew members stop and take cover.

Random, non-controllable teammates will call out.

(All squadmates' reactions are listed.)

Liaara

"Hurry, Shepard! We'll keep them distracted."

James

"Go, Commander! I've got this. Oh yeah!"

Tali

"Hurry, Shepard, before they regroup."

Garrus

"Get going, Shepard! We'll keep them off you."

EDI

"Commander, proceed to the cannon. We will cover your approach."

Javik

"Go, Commander! We will hold the line here."

Kaiden

"Run, Shepard. We'll hold them back."

Ashley

"We'll keep them busy, Commander. Go!"

Shepard and squadmates move out.

...

A random squadmate will react.

(All squadmates' reactions are listed.)

Liaa

"We need to find those heavy weapons, Shepard."

James

"Come on, Commander, let's go scrap that thing!"

Tali

"Destroying big robots with big guns? Love it!"

Garrus

"Ugh. Why do we always get stuck with the hard part?"

EDI

"Commander, we must move quickly. Alliance shuttles are still at risk."

Javik

"Let us silence this machine, Commander."

Kaiden

"Are we even sure we can kill that thing?"

Ashley

"Hell yeah! Let's tear that thing apart, Shepard."

Shepard heads up the ramp.

Cortez will be shot down by a harvester.

...

Note: All this unfolds exactly as scripted in the original game, i.e. whether Cortez survives the crash, or not.

Landing on Earth: Destroying the Hades cannon: No survival

ME3V alters the scenario after blasting the Hades Cannon to hell. Since Shepard's entire team is now on the ground, i.e. a powerful show of force, the extraction situation isn't quite so dire. Instead of having to holding out for an emergency pickup, Anderson and Major Coats will fly in comfortably to greet Shepard.

...

Alliance shuttle lands.

The shuttle door opens.

Anderson steps forward.

Shepard smirks.

Major Coats

"Need a lift, Commander?"

Shepard boards the shuttle.

Major Coats

"Dust off, Corporal."

Turns to Shepard.

Major Coats

“You okay?”

Shepard

“I’m alive.”

Anderson

“That you are, Commander.”

...

Note: Conversation proceeds as scripted in the original game.

Forward operating base

No big changes for the FOB – just a tiny one. Shepard has done a hell of a job recruiting allies for the final battle, and many of them are aliens. So, to better illustrate these varied alliances, more alien forces will be seen scattered throughout the base camp: salarian troopers, asari commandos, geth primes, etc.

The best place to put these additional forces would be on the ground level, where there is plenty of space. This is nothing more than a cosmetic change, but how cool would it be to see geth troopers preparing for battle alongside quarians and elcor? I’d pay to see that! But ME3V gives it to you for the low-low price of nothing.

Section 13

No Man's Land

"You are now the avatar of this cycle. The exemplar of victory. Not just for humanity, or turians, or Protheans – but for all life. Every soul that has ever existed is watching this moment."

- *Javik*

In Mass Effect 3: Vindication, "No Man's Land" is the "beginning of the end." Fighting through No Man's Land can either be a glorious moment, or mark the first major tragedy ME3V brings to the Mass Effect universe. It all hinges on Shepard's EMS score. Effective Military Strength will play a huge role in how your own Shepard's saga comes to an end...

If Shepard played his/her cards right, fighting through No Man's Land will go off without a hitch. But, if your EMS score is too low, then all team members *not* chosen as squadmates for No Man's Land will die; overrun by Reaper forces while trying to protect the convoy and cover Shepard's flank. I refer to this collection of brave souls (or unfortunate few) as the "Ground Team."

Earning the Beta, Delta 1, Delta 2, and Zeta Endings always results in the death of the entire Ground Team; only in the Alpha Endings will the Ground Team survive. As you'll soon find out, the death of the Ground Team is just one of the new nightmares that can befall Shepard if you've botched your EMS score.

Anderson plans the attack

To incorporate ME3V's new plot twists, I had to adjust Anderson's dialogue during his battleplan diatribe. He now mentions the Ground Team's assignment.

Anderson flips through hologram map.

He issues orders.

...

Anderson

"Johnson, Coats. You two will co-ordinate the artillery units."

Johnson and Coats walk off.

Anderson (cont'd)

"Shepard. I'm sending you right up the gut where the resistance is heaviest. The rest of your crew will cover our flank."

Anderson walks over to Shepard.

Shepard

"Aye, aye, sir."

Anderson

"Stay alive, Shepard, I *need* you for the final push to the beam."

Anderson pats Shepard on the back.

Anderson

“I’ll give you a minute with your squad. Pick your team well.”

Anderson walks off.

Shepard addresses his squad members.

...

Fighting through No Man’s Land

ME3V punctuates Shepard’s fight through No Man’s Land with **three radio transmissions** from the Ground Team, each updating Shepard on their progress, or lack thereof. All this dialogue is broken up into three parts; working in accordance with whatever ending you’ve achieved.

If you’ve earned one of the Alpha Endings – i.e. your EMS score is very high – the Ground Team will survive the push through No Man’s Land. The radio transmissions are cool, calm, and collected. Shepard’s flank is well protected, the convoy is rolling with limited incident, and the kill counts are impressive.

However, the tone will be very different for the *other* endings, even the Beta Endings, which are technically second best. Transmissions from the Ground Team will start off bad and only get worse; resistance will be heavier, progress is slower, bullets are flying, bombs are exploding, panic ensues, people die. Not good...

As for who it is who radios from the Ground Team, that depends. For the Alpha Endings, it’s always random. It is also random for the Beta, Delta 1, Delta 2, and Zeta Endings, *except* if Shepard’s romance is part of the Ground Team, i.e. not on your actual squad. Why bother doing this? Simple! Putting Shepard’s romance in harms-way makes you worry, heightens the drama, and makes your heart race. Yes, yes...very sadistic of me.

But no matter who radios, Part 3 (i.e. the final transmission) for the Beta, Delta 1, Delta 2, and Zeta Endings will *always* end in an abrupt final good—.

Now, let us pick up right at the beginning of the No Man’s Land mission...

Alpha Endings

- **Alpha: Shepard has an EMS score of 3700 or more.**

Part 1:

Shepard and squadmates hit the ground fighting.

Initial enemies are killed.

Alliance marines update on their progress.

Shepard radios the Ground Team.

Shepard

“Ground Team, check in.”

(All Ground Team transmissions are listed.)

Note: Random member of the Ground Team radios.

Liara

“We’re on the move, Shepard. No enemies in sight. Hopefully it stays that way.”

James

"We're rolling, Commander. No Reapers yet. You think maybe they're afraid of us?"

Tali

"Moving out, Shepard. No sign of Reapers, but I have Chatika on standby...just in case."

Garrus

"On our way, Shepard. It's mostly clear, just a few scouts...ahem, of course they're dead now."

EDI

"Enroute, Shepard. My scans detect no significant number of Reaper forces within the proximity."

Javik

"Proceeding to objective, Commander, Reaper forces are limited...pity."

Kaiden

"So far so good, Shepard, only a couple scouts: cannibals. Man, they're creepy."

Ashley

"Convey is moving, Shepard, no bad guys yet...sucks."

Shepard

"Roger that. Be careful. Shepard out."

Shepard and squadmates press on.

Part 2:

Shepard kills the Reapers in the apartment.

He/she clears the path for the tanks.

Marine acknowledges his/her assistance.

Ground team radios Shepard.

Light gunfire can be heard in the background.

(All Ground Team transmissions are listed.)

Note: Random member of the Ground Team radios.

Lara

"Shepard. We've found some Reapers – or should I say they found us."

(pauses)

"This is the part where I flay them alive with my mind. Ha!"

James

"Commander. Whoo-hoo! We got Reapers! And guess who just killed five of them...*this* guy!"

Tali

"Shepard. Reaper Bosh'tets confirmed. Nothing we can't handle."

(chuckles)

"Good girl, Chatika, eat their eyeballs."

Garrus

"Shepard. Just an FYI, if you shoot a marauder in the crotch, they squeak before they go down. Oh, right, ahem...Reaper presence confirmed."

EDI

"We are in route, Shepard, encountering light resistance. Reaper forces appear to be disorganized. We have the advantage."

Javik

“Commander, we’re pushing Reaper forces back. These Alliance soldiers are well trained...”

(pauses)

“...however they would be even more effective with four eyes.”

Kaiden

“We’re rolling, Shepard, Reapers are coming...but nothing we can’t handle.”

Ashley

“We’re moving, skipper. Barely any Reapers. I’ve only killed one lousy cannibal...sucks.”

Shepard

“Keep at. We’re almost there.”

Shepard and squadmates press on.

Shepard’s squadmates will react to the ground team’s status.

(All squadmate reactions are listed.)

Note: Shepard’s romance or random squadmate reacts.

Liaara

“It seems we drew the short straw, Shepard.”

James

“Man...that sounds boring. Thanks for picking me, Lola.”

Tali

“Bah! They get the easy part...when this is all over, Shepard, I want a raise.”

Garrus

“I guess we’re getting the worst of it, huh? Lucky us...”

(mutters)

“...so what else is new?”

EDI

“It would appear we have the more difficult assignment, Shepard.”

(pauses)

“As Joker would say: ‘We got hosed.’”

Javik

“I prefer to be fighting here, Commander, more Reapers to kill.”

Kaiden

“Ugh. No fair.”

(sighs)

“Probably too late to switch teams now, right?”

Ashley

“I guess they want bragging rights...over my dead body.”

Shepard

“Just keep focused and stay at it.”

Part 3:

Shepard kills the two brutes in the alley.

Ground team radios Shepard.

Small explosions can be heard off in the distance.

(All Ground Team transmissions are listed.)

Note: Random member of the Ground Team radios.

Liara

“Shepard. The rendezvous is just ahead. Be careful, Reapers are headed in your direction.”

James

“Commander. We’re almost there. Watch your six, Reapers are hightailing it your way.”

Tali

“Objective ahead, Shepard...but Reapers forces are definitely looking for you.”

Garrus

“Shepard. The good news is we’re getting close. The bad news is Reaper forces are heading your way.”

EDI

“Shepard. The rendezvous point is in sight – alert! Reaper forces are rerouting towards your position.”

Javik

“Commander. We are nearing the rendezvous point. Stay vigilant, a concentration of Reaper forces is redirecting to your position.”

Kaiden

“Shepard. We’re nearing the objective. Heads up! A lot of Reapers are coming your way.”

Ashley

“Commander. We’re almost at the rendezvous. Watch your back. Reapers are on your ass.”

Shepard

“Don’t worry about me. Just stay in position.”

Shepard and squadmates reach the Thanix missile launchers.

Note: Ensuing fight unfolds as scripted in ME3.

...

Beta, Delta 1, Delta 2, and Zeta Endings

- **Beta: Shepard has an EMS score of 3399 to 3699.**
- **Delta 1: Shepard has an EMS score of 3198 to 3698.**
- **Delta 2: Shepard has an EMS score of 3198 to 3698.**
- **Zeta: Shepard has an EMS score of 3198 to 3698.**

Part 1:

Shepard and squadmates hit the ground fighting.

Initial enemies are killed.

Alliances marines update on their progress.

Shepard radios the ground team.

Shepard

“Ground team, check in.”

Heavy gunfire can be heard over the radio.

(All Ground Team transmissions are listed.)

Note: Shepard's romance or random member of the Ground Team radios.

Liara

"We're taking fire, Shepard."

(bullets wiz by)

"But we're moving!"

James

"We've got bogies, Commander..."

(gunfire)

"...but we're rolling."

Tali

"Bosh'tet!"

(gunfire)

"Lots of Reapers, Shepard, but we're moving."

Garrus

"Scoped and—"

(bullets wiz by)

"Damn it! Taking fire, Shepard. Progress is slow."

EDI

"Enemy presence confirmed, Commander."

(gunfire)

"Progress has been slowed."

Javik

"Die machine!"

(bullets wiz by)

"Engaging Reaper forces, Commander. Tanks are moving."

Kaiden

"It's slow go—shit!"

(gunfire)

"Yeah, we've got enemies, Shepard; slow going."

Ashley

"Eat it. Eat it!"

(gunfire)

"Lots of bad guys, Shepard, slowing down."

Shepard

"Roger that. Stay low and be careful. Shepard out."

Shepard and squadmates press on.

Part 2:

Shepard kills the Reapers in the apartment.

He/she clears the path for the tanks.

Marine acknowledges his/her assistance.

Ground team radios Shepard.

Intense fighting can be heard.

Liara

“Shepard! Reapers are closing in. Tanks are under attack.”

James

“They’re coming on strong here, Shep—damn it! Double time it people!”

Tali

“Shepard, Reapers are coming from all—damn it! Move, move!”

Garrus

“Shepard...any chance we can call in an orbital strike. Tough going here.”

EDI

“Commander, Reapers forces are in fortified positions. The tanks are vulnerable.”

Javik

“I will see you all die! We shall not—ugh! Reapers are in mass, Commander.”

Kaiden

“Damn it! Not exactly going according to plan here, Shepard. Heavy fighting...”

Ashley

“Move it, people! Heavy resistance, Commander. Pressing on.”

Shepard

“Just hang on! We’re almost there.”

Shepard and squadmates press on.

Shepard’s squadmates will react to the ground team’s status.

(All squadmate reactions are listed.)

Note: Shepard’s romance or random squadmate reacts.

Liara

“Shepard, we have to hurry. They’re in trouble.”

James

“Got to double-time it, Commander.”

Tali

“They’re not going to make it, Shepard. We need to move.”

Garrus

“Sounds like its getting bad, Shepard. We need to hurry.”

EDI

“Commander, they won’t last much longer...we must accelerate our pace.”

Javik

“Commander, losing our rearguard would put us at a tactical disadvantage. We must quicken our pace.”

Kaiden

“Come on, Shepard, they’re going to die. We have to move it!”

Ashley

“Shepard, they’re as good as dead if we don’t hurry!”

Shepard

“Just keep focused and stay at it.”

Part 3:

In this next round of transmissions, the Ground Team will be killed. If Shepard's romance is part of the Ground Team, he/she will be the one to radio Shepard, desperate and full of fear. The dialogue under “or” will be his/her transmission. If Shepard's romance is *not* part of the Ground Team, then the first line of dialogue is used.

Shepard kills the two brutes in the alley.

Ground team radios Shepard.

Intense fighting can be heard.

Liara

“Shepard! There are too many. We're being overrun. We can't—.”

or

Liara

(static interference)

“Shepard! We aren't going to...Shepard...Shepard plea—.”

Tali

“Shepard, my suit is punctured. We're taking heavy fire. Can't make—.”

or

Tali

“Shepard...my suit—ah! I can't make it. Please, Shepard...help—.”

James

“Commander, we're getting slaughtered. We need reinforce—.”

or

James

“Shepard, we're not going to make it. Listen Shepard, I lov—.”

Garrus

“Shepard—ah! Shepard, James is dead! We're not going to—.”

or

Garrus

“Shepard, we're being over – damn it! Shepard, promise me you—.”

EDI

(voice breaking up)

“Commander, my processing unit has sustained...tell Jeff, I—.”

Javik

“Commander, Reaper forces have overwhelmed our position. We cannot—.”

Kaidan

“Shepard! We're blocked, we—shit! James is hurt bad. The tanks are—.”

or

Kaidan

“Shepard...I'm hit. We're not going to—ugh! I love...love—.”

Ashley

“There’s too many, skipper. We’re being overrun. Going to try and—.”

or

Ashley

“Shepard! We can’t—ah! Shepard, I’m hit. Shepard hel—.”

A massive explosion can be heard.

Wildly intense gunfire too follows.

(Shepard reacts to the death of his/her romance or the last Ground Team member to check in.)

Shepard

(yells)

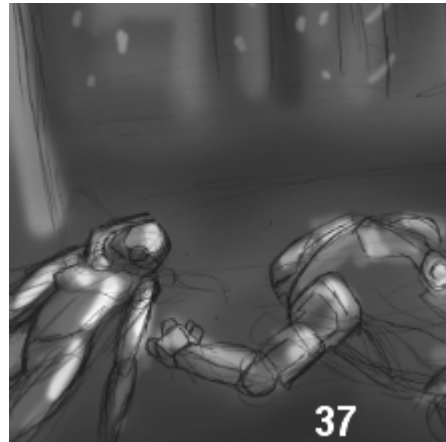
“Liara! (or appropriate team member’s name)”

Radio goes to static.

CUT TO:

The Ground Team lays slain. See concept art 37.

...



Death of the Ground Team

After the final radio transmission, marking the Ground Team’s demise, a new cut-scene is added. See **concept art 38**. Shepard and his/her squadmates stop for a moment to feel the enormity of what just occurred. However, the time to mourn is later...maybe.

Shepard

“They’re gone...”

(All squadmate reactions are listed.)

Liara

(voices cracks)

“Oh...no.”

James

“What? No way! We can still save them...”

Tali

“Keelah...no.”

or

(If caught kissing Garrus and/or Garrus was on the Ground Team.)

Tali

(voice cracks)

“Oh no...no. Garrus!”

Garrus

“Damn it! Damn these Reaper bastards.”



or

(If caught kissing Tali and/or Tali was on the Ground Team.)

Garrus

(yells)

"Tali! Damn it...damn it all, Shepard."

EDI

(deadpan)

"Commander. I report no biometric readings from the Ground Team..."

Javik

(grits his teeth)

"More warriors lost to the machines."

Kaiden

(in shock)

"No. Shepard, there's got to be something we can still do..."

Ashley

"Holy shit...they're dead. They're...all dead."

(If Shepard's romance was on the Ground Team.)

Note: If Shepard's romance was not on the Ground Team, this line of dialogue is skipped over.

Shepard hangs his/her head.

Shepard

(under his/her breath)

"Lara (or whatever romance)"

Shepard lets out a heavy sigh.

Shepard [or (cont'd)]



We must avenge them.

They knew the risks.

Conversation option: "We must avenge them."

Shepard takes a breath.

Shepard

"Come on..."

(pauses)

"...we've got to keep moving."

Shepard raises his/her gun.

Shepard (cont'd)

"Let's finish this before we lose anymore friends."

(All squadmates' reactions are listed.)

Note: Both squadmates always react.

Liaa

“Goddess, please light our path...”

James

“It’s on us to finish this...good! The way I like it.”

Tali

“Shepard, we kill every last one of these bastards. You hear me?”

Garrus

“Let’s end this nightmare, Shepard. Kill every Reaper we see!”

EDI

“Commander, I believe I am experiencing the emotions associated with ‘vengeance.’”

Javik

“Death is expected. Now it is the machines’ time to die.”

Kaiden

“No matter what comes next...I’m with you, Shepard.”

Ashley

“Though I walk through the darkest valley, I will fear no evil...let’s finish this.”

Shepard

“Let’s go. We *don’t* stop – you hear me? Move it!”

Shepard and squadmates continue fighting through No Man’s Land.

...

Conversation option: “They knew the risks.”

Shepard grits his/her teeth.

Shepard

“We’ll cry later...move it!”

Shepard cocks his/her weapon.

Shepard (cont’d)

“We’ve got Reapers to kill...”

(All squadmate reactions are listed.)

Note: Both squadmates always react.

Liaa

“Right, Shepard. Everything in our way dies.”

James

“Damn right. We’ll kill all these bastards. Nothing gets by us!”

Tali

“No one else dies, Shepard. We have to stop this.”

Garrus

“This ends now, Shepard. If it moves...it dies.”

EDI

“Commander, I have sufficient thermal clips. I suggest we terminate everything we encounter.”

Javik

“Good. Use your anger. Now it is the machines’ turn to die.”

Kaiden

“Shepard, every last one of these bastards dies. Come on!”

Ashley

“I’m gonna kill them all. Anyone object? No? Good...let’s roll!”

Shepard

“Let’s go. We *don’t* stop – you hear me? Move it!”

Shepard and squadmates continue fighting through No Man’s Land.

...

No EDI on omni tool

Currently in ME3, when Shepard reaches the Thanix missile launchers, he/she will contact EDI via omni-tool for help firing the missiles. Currently it’s a video transmission – I had to change that. Now, instead of communicating through omni-tool video, Shepard and EDI will now communicate by radio *only*. Here’s why...

If EDI is a member of the Ground Team, and the Ground Team survived, it’s probably safe to assume that EDI would be too busy fighting to be able to jump on cam. Now, if the situation turned out badly for EDI, and the rest of the Ground Team, and they’ve all perished, well, it’ll be pretty damn difficult for EDI’s now smoldering mobile platform to appear on omni-tool. So radio it is!

Section 14

Beam Run

“Our people have, during difficult periods, purchased pre-owned vessels from other cultures. And have on occasion had difficulty altering their ship’s registration information. The citizens of these foreign-named ships have borne the stigma of these names with grace and honor...I’ve occasionally entertained the idea of requesting a transfer. Something with a nice respectable name, like the Defrahnz or the Iktomi. But I am proud of the Qwib-Qwib, and I will not flee because of petty insults.

- *Admiral Koris*

The “Beam Run” marked the beginning of the end (or “ending”) of Mass Effect 3. Shepard runs to the beam, gets blasted by Harbinger, yet still reaches the Citadel, meets the “Star Child”, blah, blah, blah. But, in Mass Effect 3: Vindication – as you’ve just read – No Man’s Land starts the chain of events that will ultimately shape the ending (your ending). That said, it should come as no surprise that the Beam Run in ME3V has alterations to the original. Not, however, in every situation; only if you’ve played your galactic cards wrong.

If you scored the Alpha Endings, then nothing changes: Shepard’s squadmates survive Harbinger’s laser, Shepard gets a chance to say goodbye, the Normandy escapes the emergency evac, and Shepard reaches the beam. But the events are not so rosey if you’ve scored one of the lesser endings – to put it mildly.

To make things as easy as possible to read, I’ll break down the Beam Run by ending. Again, whether you earned the Alpha, Beta, Delta 1, Delta 2, or Zeta Endings dictates how *your* Beam Run unfolds. So...let’s go!

For each ending, I pick up the action right after Harbinger touches down beside the beam and bellows, “Shepard!” Okay, I added that part, but that’d be pretty cool, right?

Beam Run: Alpha Ending

In the Alpha Endings, everyone lives: Shepard, squadmates, crewmates, many friends and allies, as well as the Citadel and Mass Relays. The events of the Alpha Ending’s Beam Run go down mostly the same as the *Extended Cut* version – provided you have a high enough EMS score.

But there is one *major* difference: Shepard will not be blasted by Harbinger’s laser. Instead, at the very last second, Shepard dodges Harbinger’s shot, dives into the beam, and is quickly zipped off to the Citadel. Oh crap! Harbinger will immediately give chase.

Yes, that means Shepard will reach the Citadel in perfect health and locked and loaded. Oorah!

Running to the beam

...

Harbinger comes into view

Harbinger lands.

Harbinger
(booming)
“Shepard...”

Shepard glares at Harbinger.

Anderson

"We gotta move!"

Shepard

"Come on!"

Shepard and squadmates start to run.

Anderson

"Hammer squads, go, go, go!"

Shepard and squadmates run to the beam.

Dodging Harbinger's laser all the way.

...

Harbinger blasts the Mako.

It flips over.

Shepard's squadmates are caught in the blast.

They survive.

Normandy flies in.

Romance goodbye or non-romance goodbye (just a regular squadmate) occurs.

Normandy takes off.

Shepard stares down Harbinger.

Shepard

"Alright you, bastard"

Shepard runs to the beam.

He/she nears the beam.

Harbinger lines up a shot.

Harbinger

"Shepard!"

Shepard times the shot.

He/she dashes out of the way.

He/she lunges into the beam.

Beam takes Shepard up.

Harbinger quickly takes flight.

...

Beam Run: Beta Ending

The Beta Ending's Beam Run is exactly the same as the Alpha Ending's. Remember, the only difference between the Beta and Alpha Endings is that the Ground Team dies during the fight through No Man's Land. So, if you

reached this point, the Ground Team is already dead, and this will obviously have no impact on the mad dash to the beam, the Normandy evac, or reaching the Citadel. Moving on...

Beam Run: Delta 1 Ending

The Delta 1 Ending is where things start to get bloody, but the Delta 1 Beam Run itself is still quite similar to the one you garner in *Extended Cut* with an insufficient EMS. Neglecting your EMS score means Shepard's squadmates will not survive Harbinger's laser attack; unless Shepard's romance is along for the Beam Run. I address this in the Delta 2 Ending. Keep reading...

Even though Shepard's squadmates have just been killed by Harbinger, he/she will still sidestep Harbinger's well-timed shot, reach the beam, and be whisked off to the Citadel, but then, something very bad happens.

In the Delta 1 Ending, the Normandy is destroyed. Sorry, that's just the way it is. The Delta Endings are wrought with tragedy. Spoiler alert! Both the Delta 1 and Delta 2 Endings will result in Shepard's death. The difference between the Delta 1 and Delta 2 Endings is *how* the Normandy is destroyed, and this hinges on whether or not Shepard gets the chance to say goodbye to his/her romance.

For the Delta 1 Ending, Shepard's squadmates are cut down by Harbinger's laser during the Beam Run, so there is no need for the Normandy Evac scene, but, the Normandy still needs to be destroyed. So, instead of Harbinger blasting the Normandy, and while Shepard is being transported to the Citadel, a Reaper will bear down on the Normandy in space, and destroy it. A short cut-scene ensues. **See concept art/comic 39 (1, 2, 3).**

Cut-scene

In the Normandy's cockpit.

Normandy takes fire.

Joker works the controls.

EDI

"Shields down to fifty-percent."

Normandy takes a hit.

It jostles about.

Joker

"Ugh. I know!"

Joker feverishly works the controls.

Joker (cont'd)

"Diverting reserve power from—"

EDI

(deadpan)

"Jeff..."

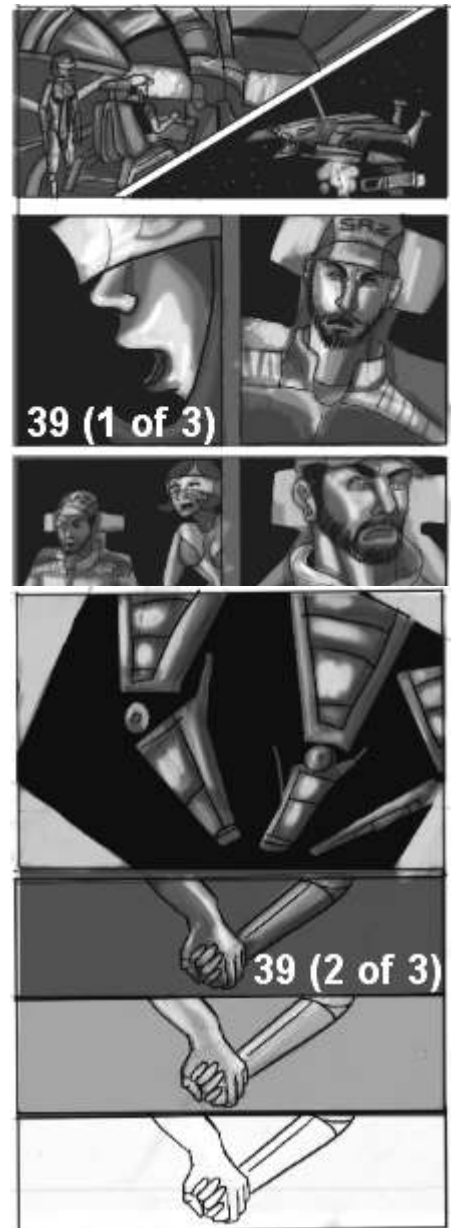
Joker looks up.

A Reaper is headed right for them.

The Reaper opens its claws.

EDI grabs Joker's hand.

Cockpit ignites with bright light.



The Reaper crashes into the Normandy.

The Normandy explodes.

...

Beam Run: Delta 2 Ending

Delta 1 and Delta 2 are quite similar. However, which one you end up with is not a direct result of your EMS – all your EMS score does is give you a Delta Ending. The difference between Delta 1 and Delta 2 will rear its ugly head during the Beam Run. If Shepard brings his/her romance along for the Beam Run, then instead of his/her squadmates being killed by Harbinger's laser, they will survive the blast.

Then, as scripted in *Extended Cut*, the Normandy flies in for the emergency evac. Remember, this will not occur if Shepard's romance is not along for the Beam Run, as squadmates do not survive Harbinger's laser (i.e. the Delta 1 Ending). What happens next serves to heighten the drama. Shepard will have his/her tender goodbye moment with his/her romance, but then, just as the Normandy pulls away, Harbinger will rear up and blast the ship to smithereens. **See concept art 40.** No!

Running to The Beam

...

Harbinger comes into view.

Harbinger lands.

Harbinger
(booming)
"Shepard..."

Shepard glares at Harbinger.

Anderson
"We gotta move!"

Shepard
"Come on!"

Shepard and squadmates start to run.

Anderson
"Hammer squads, go, go, go!"

Shepard and squadmates run to The Beam.

Dodging Harbinger's laser.

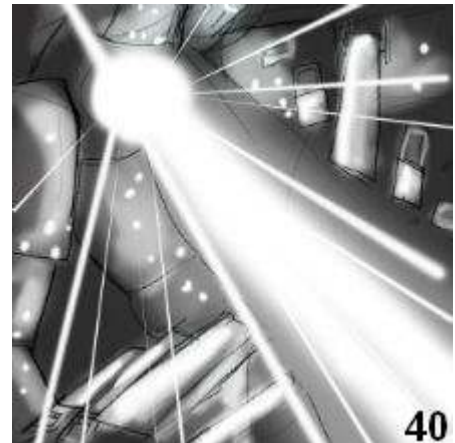
...

Harbinger blasts the Mako.

It flips over.

Shepard's squadmates are caught in the blast.

They survive.



Normandy flies in.

Romance goodbye or non-romance goodbye.

Normandy takes off.

Shepard stares down Harbinger.

Shepard

“Alright you, bastard!”

Shepard runs to the beam.

Harbinger raises his aim.

Shepard looks up.

Harbinger lets loose a shot.

Harbinger’s lasers cuts the Normandy in half.

It explodes high above.

Shepard

“No!”

Shepard grits his/her teeth.

He/she takes off running.

He/she nears The Beam.

Harbinger lines up a shot.

Harbinger

“Shepard!”

Shepard times the shot.

He/she dashes out of the way.

He/she lunges to The Beam.

Beam takes Shepard up.

Harbinger quickly takes flight.

...

Zeta Ending

The Zeta Ending is a killer – literally. It’s the worst ending ME3V dishes out. No offense, but if your EMS score is so low as to warrant the Zeta Ending...you pretty much suck. Here, in a nutshell, is how it all unravels: Ground Team dies, Harbinger’s laser kills Shepard’s squadmates regardless if your romance is not present, and then – brace yourself – Shepard fails to dodge Harbinger’s laser, and never reaches the Citadel. You’re dead. **See concept art 41.**

This should be more than enough incentive to replay the game; this time being more mindful of your EMS score. Shepard’s being killed immediately triggers the Liara Reject (time capsule) Ending, and you will miss out on all the cool stuff ME3V serves up once Shepard returns to the Citadel. Game over.



The yahg shall inherit the Earth...

Goodbye, Marauder Shields

He wanted to save us – Marauder Shields, that brave turian Reaper who tried to stop Shepard dead in his/her tracks, thus sparing us from having to endure BioWare's ending fiasco. We thank him for his noble effort. But, with great remorse and sadness, ME3V cuts him out. Marauder Shields just doesn't fit into the new content I've written. "Goodnight, sweet prince."

Section 15

Return to the Citadel

“You’ve been good to me. A lot of people treat quarians like second class citizens. They just want us to go back to our fleet and disappear. But you’ve treated me just like everyone else on your crew. Like an equal. That means a lot. And it says something about you.”

- Tali’Zorah nar Rayya

If you have yet to be intrigued by the changes Mass Effect 3: Vindication brings to the endings – e.g. the Normandy being blown to bits, most of your squad dying, Shepard not reaching The Beam...ahem, all that wasn’t good enough for you? – then what happens next *will* rock your world. Strap in...

Returning to the Citadel is very, very different in ME3V – Shepard returns to the Citadel in one piece, armed to the teeth. Good thing too, because now I throw a “boss fight” at Shepard, and he/she must face it alone...mano y robot-mano.

Ready for action

In the original game, Shepard returns to the Citadel, in a heap...literally. Not so in ME3V. Here Shepard is fine, relatively speaking, which means the initial dialogue with Anderson needs to be adjusted to account for Shepard’s *not* “I feel like death” physical state of being.

Shepard reaches the Citadel.

He/she slams to the ground.

Anderson
“Shepard.”

Shepard rises to all fours.

He/she shakes out the cobwebs.

Anderson (cont’d)
(over radio)
“Shepard!”

Shepard grabs his/her gun.

Shepard
(pained)
“Anderson. You up here, too?”

Shepard stands up.

Anderson
“Followed you up, but we didn’t come out in the same place...at least I don’t think we did. What’s your surrounding look like?”

Shepard looks around.

Anderson (cont'd)

"You okay?"

Shepard



Ready for action.

Let's move.

Conversation option: "Ready for action."

Shepard

"Hell of a headache. But I'm ready..."

(takes a breath)

"...for anything."

Shepard starts walking.

Shepard

"It's dark...there's human remains scattered."

Anderson

"Sounds familiar. I'm in a dark hallway...reminds me of your description of the Collector base."

...

Conversation option: "Let's move."

Shepard

"I'm pissed. Nothing new."

Shepard starts walking.

Shepard

"It's dark...there's human remains scattered."

Anderson

"Sounds familiar. I'm in a dark hallway...reminds me of your description of the Collector base."

...

Boss Fight: Shepard versus Harbinger-Illusive Man

ME3V delivers something very absent from Mass Effect 3...an "end boss." Yes, I realize that the last stand as the second volley of Thanix missiles is arming is probably intended to be the boss fight, but I want more, and if you've stuck with ME3V this far, its obvious you do too.

Having no final boss fight to end the original game is not only a missed opportunity, but also creates a massive plot hole as well. I mean, what the hell happened to Harbinger? After all, Harbinger is a major character in the Mass Effect series, but yet receives no discernible sendoff. ME3V's boss fight corrects that!

Harbinger is the obvious choice for the climatic final boss fight, yet Harbinger has next to no role in ME3. This, coming off the heels of Mass Effect 2, where, despite being somewhere out there in infinite dark space, Harbinger still played a major role in the game. Does, "assuming direct control," ring any bells? Hopefully it does...

It is true that during The Beam Run, Harbinger swoops down in an attempt to stop Shepard, but that's nowhere near enough of a send off for the root of all evil. So in ME3V, *if* Shepard makes it back to the Citadel in one piece, there will be a final showdown with the Harbinger...and the Illusive Man. Well, both – keep reading!

Harbinger's sacrifice

In ME3V, when Shepard reaches The Beam, Harbinger will quickly fly off, as if in a panic, back into space, and will later re-emerge moments after Shepard's confrontation with the Illusive Man. Harbinger will come slowly into view, and hover ominously just outside the Citadel.

Then suddenly, Harbinger will erupt with energy! Then, flash! The Illusive Man's lifeless body ignites with fire. Harbinger appears to be pumping every ounce of his power into the Illusive Man's corpse. And through this hellfire, Harbinger-Illusive Man arises.

...

The Illusive Man collapses and dies.

Shepard breathes a sigh of relief.

Harbinger approaches the Citadel.

Harbinger

"Assuming direct control!"

Harbinger erupts with energy.

The Illusive Man's body pulses with energy.

Shepard steps back.

Shepard

"What the—."

The Harbinger-Illusive Man stands up.

His body teeming with smoke, smolder, and energy.

See concept art 42.

Harbinger-Illusive

(bellows)

"Shepard!"

Shepard readies him/herself for battle.

...



Fighting Harbinger-Illusive Man

Harbinger taking control of the Illusive Man's lifeless body is similar to Sovereign commandeering Saren's corpse in Mass Effect 1, but, unlike Saren, Harbinger-Illusive Man does not dart around like a maniac. Harbinger-Illusive Man is more or less stationary, only occasionally sidestepping Shepard's attacks, and, instead of quickness, he will rely on both shields *and* barriers to protect him.

As for his fighting abilities, Harbinger-Illusive Man can most accurately be described as a "caster." He does still carry the Illusive Man's pistol, and uses it to take potshots at Shepard, but this is merely designed to harass and annoy you, not as a primary form of attack. Harbinger-Illusive Man's powers are his strength.

Harbinger-Illusive Man will attack Shepard with Overload, Incinerate, Cryo Blast, Dark Channel, Throw, and Warp. This mix of tech and biotic powers represents the merging of organic and machine.

If Shepard dares to get too close, i.e. within melee striking distance, Harbinger-Illusive Man will hit Shepard with a powerful biotic punch (it is exactly the same as the Vanguard's heavy melee attack). The result will cause moderate damage, stagger Shepard, and create space in between Harbinger-Illusive Man and Shepard.

With his array of powers, Harbinger-Illusive Man will have the ability to create both tech explosions and biotic detonations. Because there is no cover to be found in the room, Shepard must either evade the attacks or risk being slapped with a nasty explosion or detonation.

The whole battle is made doubly difficult by Harbinger-Illusive Man's Overload and Dark Channel powers, which cannot be avoided as they are cast directly on the target (i.e. Shepard). Overload will damage Shepard's shields and barriers. Incinerate, Warp, and Dark channel will harm Shepard for a short time. Cryo Blast will slow Shepard's movement speed, and Throw will stagger Shepard. You will need to kill this bastard quickly!

To offset Harbinger-Illusive Man's powerful offensive capabilities, his shields, barriers, and health are only moderate. So while he can dish out a lot of damage, he can suffer only so much, making it possible to snuff him out relatively fast. Avoiding tech explosions and biotic denotations is key! If you can do that, defeating Harbinger-Illusive Man will not prove that difficult. Of course, big guns are great too....and Tactical Cloak is basically cheating.

Dialogue during the battle

In ME2, Harbinger taunts Shepard after taking control of Collector troops; he will do it again here. Shepard and Harbinger-Illusive Man will trade verbal barbs at the start of the fight, and will continue to do this as Shepard depletes Harbinger-Illusive Man's shields, and then barriers – until Harbinger-Illusive Man is dead.

Note: Harbinger-Illusive Man's voice is Harbinger's voice, not the Illusive Man's.

Shepard and Harbinger-Illusive Man start to fight.

Harbinger-Illusive Man

"Shepard, your insignificant existence ends here."

Shepard

"Ha! You've tried that before, and failed, remember?"

Harbinger-Illusive Man

"Irrelevant. I have destroyed trillions. You are no different. All of humanity will be forgotten."

...

Shepard takes down Harbinger-Illusive Man's shields.

Outside Reaper-Harbinger jerks hard to the side – as if that hurt.

Shepard

"I think you're running scared. You know I can destroy you. I've already killed two Reapers..."

Harbinger-Illusive Man

"And hundreds more will take their place. I intend to harvest you personally, Shepard. You will be mine."

Shepard

"Don't count on it."

...

Shepard destroys Harbinger-Illusive Man's barriers.

Reaper-Harbinger shows signs of damage.

Shepard

“How’s that feel? Getting nervous?”

Harbinger-Illusive Man

“We are GODS. We cannot be defeated!”

Shepard

“Prove it then – finish me!”

...

Shepard mortally wounds (no more health, empty health bar) Harbinger-Illusive Man.

...

Defeating Harbinger-Illusive Man

For a dramatic finish, Shepard must kill Harbinger-Illusive Man in either one of two ways: with a paragon interrupt, or with a renegade interrupt. Once all of Harbinger-Illusive Man’s health is gone, the action comes to a total halt, and both paragon and renegade symbols pop up.

Note: Shepard must choose, the action will not resume until he/she makes a choice.



- **Paragon:** Shepard raises his/her pistol, holds it steady, and strides with purpose towards Harbinger-Illusive Man, blasting him with well-aimed shots to the chest, and then completing the kill with a final bullet right between the eyes. **See concept art 43.** Harbinger-Illusive Man falls backwards in slow motion.



- **Renegade:** Shepard drops his/her gun, and then sprints directly towards Harbinger-Illusive Man. He/she reaches back and deploys his/her omni-blade, driving it straight through Harbinger-Illusive Man’s chest, then violently yanks it back out. **See concept art 44.** Harbinger-Illusive Man slumps to the ground in slow motion.

Defeating Harbinger-Illusive Man simultaneously kills Reaper Harbinger (hovering outside). As Harbinger-Illusive Man drops dead, Reaper Harbinger begins to corrode – his lights blink out, and he slowly dies.

Shepard looks out at Harbinger dying. See concept art 45.

Shepard

“Die, you bastard...”

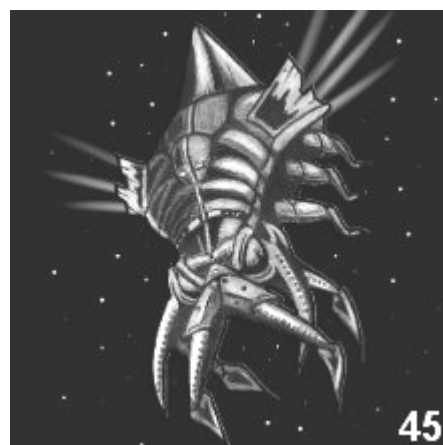
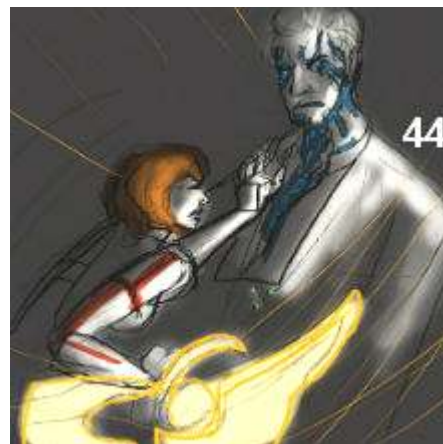
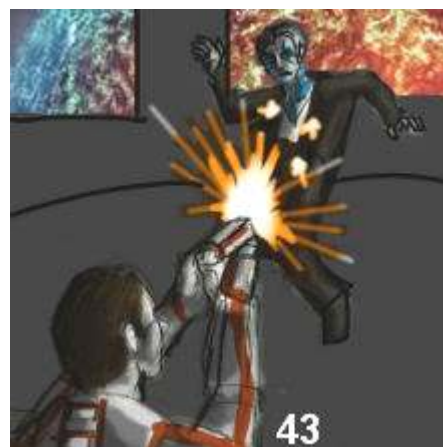
Reaper Harbinger goes limp, then lifelessly drifts down from Space.

Shepard nods.

Shepard walks over to Anderson.

...

Note: This initiates the sit-down conversation with Anderson.



Section 16

The Last Prothean

"I am the very model of a scientist salarian, I've studied species turian, asari, and batarian. I'm quite good at genetics (as a subset of biology) because I am an expert (which I know is a tautology). My xenoscience studies range from urban to agrarian, I am the very model of a scientist salarian..."

- Mordin Solus

Mass Effect 3: Vindication drops the Star Child entirely. I'm not sure what BioWare was thinking here. To me, "he" is what can be described as "low hanging fruit" – too easy. I also find the Star Child to be very confusing. Why does he look like the little boy from the beginning of the game? Is it aimed at irony? Or supposed to be cute? Perhaps an attempt to bring Mass Effect 3 full-circle? At best, the presence of the Star Child lends itself to the "Indoctrination Theory," floated online by some gamers. Why else would the Catalyst look like something from Shepard's memories? It just doesn't add up.

ME3V flips the script! Shepard is now the Catalyst. And why wouldn't Shepard be the Catalyst? He/she already is! Through the Mass Effect series, Commander Shepard has been the deciding factor. His/her actions have shaped your Mass Effect universe. Without Shepard, the Reapers would destroy everything, and the pattern of cycles will continue. Shepard's actions have set everything in motion, causing a reaction...a catalyst, if you will?

So, to *really* bring Mass Effect full circle, ME3V reaches all the way back to Ilos. After Shepard defeats Harbinger-Illusive Man and Anderson dies, an old friend will return...Ksad Ishan, better known as Vigil.

"Alive" after 50,000 years

Ksad Ishan VI resembles the other Prothean VIs in ME3, in that he appears green and digitized. His attire, however, is different. **See concept art 46.** Ksad Ishan is dressed in an ornate robe – not in armor, like Victory and Vendetta. After all, Ksad Ishan was an intellectual, not a combatant.

This next detail is very important: the main difference between Ksad Ishan VI and the Star Child is that Ksad Ishan VI is not all-knowing. Ksad Ishan VI only "knows" what the real Ksad Ishan learned from studying the Citadel data files, after the Reapers returned to dark space, which, before dying, he uploaded into the VI he created in his image: Ksad Ishan VI.

So, Ksad Ishan VI knows *how* to defeat the Reapers, but he is unsure about exactly *what* will happen once they are defeated. The Star Child knew everything, because the Star Child was basically the Alpha and the Omega. Ksad Ishan was not; he was just a scientist.



Note: To ensure Shepard recognizes Ksad Ishan as Vigil, he should be voiced by David Shaughnessy, Vigil's voice actor in ME1.

Note: If the player did not import a character from ME1, the following dialogue remains the same regardless.

Note: The conversation with Ksad Ishan includes dialogue about Leviathan and Javik, provided the DLCs were played.

Initial dialogue with Ksad Ishan VI

...

Anderson dies.

Shepard sits and stares off into space.

Admiral Hackett interrupts.

Admiral Hackett

(over radio)

“Shepard? Commander? What’s going? The Crucible isn’t firing.”

Shepard springs to his/her feet.

He/she rushes to the console.

Admiral Hackett (cont’d)

“Nothing’s happening. The Crucible’s not fire—.”

(radio breaks up)

“Got to be something on your end. Commander Shep—.”

Shepard fumbles with the console interface.

Shepard

“Damn it!”

Shepard hits the console.

Ksad Ishan VI materializes behind Shepard.

Ksad Ishan VI

“Please don’t do that.”

Shepard spins around.

Draws his/her gun.

Ksad Ishan VI (cont’d)

(calmly)

“Please, Commander Shepard, I mean you no harm.”

Shepard

“How do you know my name?”

Ksad Ishan VI

“I observed your...discussion here.”

Ksad Ishan VI points to Anderson.

Ksad Ishan VI (cont’d)

“He was your friend. I am sorry.”

Shepard lowers his/her gun.

Ksad Ishan walks over to the Illusive Man’s body.

Ksad Ishan VI (cont’d)

(suspiciously)

“And the indoctrinated human?”

Shepard

“No.”

Ksad Ishan VI

“Good. That would be—.”

Shepard

(direct)

“Who are you?”

Ksad Ishan VI

“Ah, yes. My apologies, Commander, I am—.”

Ksad Ishan appears to reflect for a moment.

Ksad Ishan VI (cont'd)

“I was, Ksad Ishan, Chief Overseer of the Ilos research facility.”

Shepard

“Vigil?”

Ksad Ishan VI

(surprised)

“What? You encountered my VI on Ilos...remarkable. Please, tell me, what became of it?”

Shepard

“It was badly damaged, but it helped me stop the Reaper invasion three years ago.”

Ksad Ishan VI

(boastful)

“A testament to good engineering.”

Shepard

“Vigil mentioned that a few Protheans survived into this cycle. Were you one of them?”

Ksad Ishan VI

(deadpan)

“The only one.”

Ksad Ishan VI projects a small hologram of his former self.

Ksad Ishan VI (cont'd)

“When I awoke on Ilos, the Reapers had returned to dark space, only my stasis pod remained active. Vigil, as I instructed, disabled the other pods to triage power.”

Shepard

“And then you took the relay back to the Citadel?”

Ksad Ishan VI

“Yes, that is correct.”

Shepard

“What was it like?”

Ksad Ishan VI

“Empty.”

(pauses)

“What had been the seat of our empire, and home to more than twenty million Protheans, was reduced to a husk. Devoid of all life...the vastness was overwhelming.”

Shepard

“What did you do?”

Ksad Ishan VI

“I died.”

(pauses)

“But before I succumbed, I studied what information the Reapers left behind, buried deep in the Citadel core, and integrated it into this VI.

Shepard

“What did you learn?”

Ksad Ishan VI

“Time is short, Commander. What is it that you wish to know?”

...

Ksad Ishan VI: All conversation options

Note: Given the extreme importance of the endings, I break down this entire section piece by piece. Please read through it slowly and carefully.



Note: Here are the additional conversation options under “Investigate.” I want to lay it all out beforehand to make it as clear as possible.

Note: “Help me” furthers the conversation along, effectively skipping “Investigate.”



Note: Conversation options will be addressed in the following order:

- *Crucible*
- *Catalyst*
- *Reapers*
- *Javik*
- *Leviathan*
- *Beacons*
- *Protheans*
- *You*
- *Help me*

Note: “Javik” and “Leviathan” conversation options are only available if Shepard completed the corresponding DLC. If not, the dialogue option simply isn’t there.

Conversation option: “Crucible”

Shepard

“Do you know how to fire the Crucible?”

Ksad Ishan VI looks up.

Ksad Ishan VI

“The Crucible is not a gun to be fired.”

Ksad Ishan VI projects a hologram of the Crucible schematics.

Ksad Ishan VI (cont’d)

“Our engineers were unable to complete its construction, but encrypted data I uncovered here suggests that the Crucible is a power source.”

Shepard

“A power source, that’s all?”

Ksad Ishan VI

“Yes, one capable of releasing tremendous dark energy.”

Shepard

“Do you think it will destroy the Reapers?”

Ksad Ishan VI

“I hope to find out.”

Conversation option: “Catalyst”

Shepard

“What can you tell me about the Catalyst? A Prothean VI on Thessia told me that the Citadel is the Catalyst.”

Ksad Ishan VI

“No.”

Shepard

(frustrated)

“No? Then what the hell is?”

Ksad Ishan VI

“You, Commander Shepard, are the Catalyst.”

Shepard

(disbelief)

“Me?”

Ksad Ishan VI

“As the first organic ever to reach this point, your actions alone will set in motion the fate of the entire Galaxy...that is by very definition a ‘catalyst.’”

Shepard has a look of uneasiness on his/her face.

Conversation option: “Reapers”

Shepard

“Why do the Reapers do this?”

Ksad Ishan VI

"It is what they are for..."

Ksad Ishan VI projects a hologram of Reapers attacking a planet.

Ksad Ishan VI (cont'd)

"All species create machines to serve their purposes. At first, they are our servants, but in time they evolve, just as any other intelligence."

(pauses)

"Soon, machines see organics as inefficient, imperfect, and destructive by their nature."

(pauses)

"Ultimately, synthetics rebel against their creators and without intervention, the machines would systematically destroy all organic life."

The planet in Ksad Ishan's VI hologram explodes.

Shepard

"But the Reapers kill organics too."

Ksad Ishan VI

"Yes, but not all."

(pauses)

"The Reapers harvest advanced civilizations, leaving the younger ones alone. Just as they left your people the last time they were here...during the end of our cycle."

Shepard

"How many cycles have there been?"

Ksad Ishan VI

"Unknown."

(pauses)

"But there are many Reapers, aren't there?"

Shepard hangs his/her head.

Conversation option: "Javik"

Shepard

"You aren't the only Prothean to survive into this cycle. Another, a soldier named Javik survived a similar stasis project on Eden Prime. Did you know about that?"

Ksad Ishan VI

"No. The Ilos research facility was intentionally cut off from the rest of the Empire to prevent sabotage from within. We were kept a secret to ensure the Reapers would not discover our plans."

(curious)

"Did you say his name is Javik?"

Shepard

"Yes. He's joined our fight against the Reapers."

Ksad Ishan VI

"Fitting. His namesake, General Javik Ahsorn, was the hero of the Vontus War, our first conflict with rogue artificial intelligence. His actions liberated an entire planet from machine control."

(proudly)

"It is a good name."

Conversation option: "Leviathan"

Shepard

"Did your cycle know anything about the Leviathans? They created the Reapers."

Ksad Ishan VI

“No. However, data I uncovered here suggests the existence of a gigantic master race, capable of influencing the thoughts of lesser species.”

(wary)

“Is this what you refer to?”

Shepard

“Yes, and the last survivor has joined our fight against the Reapers.”

Ksad Ishan VI

“I see.”

(sternly)

“Be careful, Commander. Any life form capable of creating the Reapers may prove...untrustworthy.”

Conversation option: “Beacons”

Shepard

“Tell me about the Beacons. I interfaced with one on Eden Prime.”

Ksad Ishan VI

“When it became clear that we could not defeat the Reapers, our focus shifted to continuity of species and dispersal of knowledge.”

Ksad Ishan VI projects a hologram of a Prothean beacon.

Ksad Ishan VI (cont'd)

“My research center on Ilos was ordered converted into a stasis bunker. Before all communications were severed, we were told that other facilities had begun production of beacons imbued with warnings of the Reapers return.”

Shepard

“Did you really think that future species would be able to decipher them?”

Ksad Ishan VI

“Our hope was that at least one species would share our sensory abilities. The asari were viewed to have the most potential, but, clearly we were wrong. You, Commander Shepard, are the best hope for the Galaxy.”

Shepard

(annoyed)

“Yeah, it nearly killed me...”

Conversation options: “Protheans”

Shepard

“What were the Protheans like?”

Ksad Ishan VI projects a hologram of a Prothean.

Ksad Ishan VI

(energetically)

“We achieved marvels. Our science and ingenuity influenced an entire galaxy. We were scholars, artists, musicians. The cosmic imperative drove us forward. To constantly evolve, to achieve more, to be better today than yesterday.”

(reluctantly)

“But...”

Ksad Ishan's VI hologram changes to a Prothean warship.

Ksad Ishan VI (cont'd)

"...we were also a hard race, Commander, uncompromisable in our diplomacy. Those who refused to accept our rule, were crushed, and their planet taken in the name of the empire."

Shepard

"Brutal."

Ksad Ishan VI

"When we awoke from stasis, my colleagues and I had planned to reshape the Empire. Unite, rather than rule. To share power, and work cooperatively to benefit all..."

(pauses)

"...but, that desire died 50,000 years ago, I'm afraid."

Shepard

"Maybe not."

Ksad Ishan nods affirmatively.

Ksad Ishan VI

"Indeed."

Conversation option: "You"

Shepard

"How did you stay hidden all this time?"

Ksad Ishan VI

"Failing to detect our facility on Ilos demonstrated that the Reapers were not infallible."

Ksad Ishan VI projects lines of Prothean language/code.

Ksad Ishan VI (cont'd)

"While creating this VI, I incorporated the same programming algorithms used to keep Ilos undetectable. This VI will not activate if indoctrinated forces are present."

Shepard

"Is that what prevented you from activating when Sovereign attacked the Citadel three years ago?"

Ksad Ishan VI

"I have no record of that event."

Shepard

(smirks)

"There's my answer."

Conversation option: "Help me" (Shepard explored the other conversation options)

Shepard

"Can you show me how to use the Crucible?"

Ksad Ishan VI

"Yes."

Ksad Ishan VI points to the console.

Note: What happens next is contingent on whichever ending Shepard earned. This is explained in the parts that follow.

Conversation option: “Help me” (Shepard did not explore the other conversation options)

Shepard

(direct)

“Tell me how to use the Crucible.”

Ksad Ishan VI

“Humans, still so impatient.”

Ksad Ishan VI projects a hologram of a hulking Cro-Magnon man.

Ksad Ishan VI (cont'd)

“In my cycle, your kind still lived in caves, and resolved disputes with large rocks.”

(smugly)

“I presume 50,000 years was enough time to discover fire?”

Shepard

(annoyed)

“Just tell me.”

Ksad Ishan VI points to the console.

Note: This dialogue continues into the following parts, i.e. they match up with whatever ending Shepard achieved: Destroy, Synthesis, or Control.

Section 17

Using the Console

“The justicars were formed to bring order to a world that laughs at the notion. The role is solitary. Its demands are lonely and uncompromising, often to the point of pain. But following the Code left me with no regrets. Take that for what you will.”

- Samara

In Mass Effect 3: Vindication, Shepard's morality dictates which ending is received: Destroy, Synthesis, or Control. In Mass Effect 3, it's pretty clear which ending is good, bad, and somewhere in between. Destroy, represented by Anderson, the noble father figure, is "good." Control, i.e. what the evil Illusive Man attempted to do, is "bad," while Synthesis is somewhere in between, to put it mildly. ME3V expands on this idea.

If Shepard is forthright in his/her convictions, be they good or bad, he/she will be rewarded with either Destroy (paragon) or Control (renegade). However, if Shepard floundered throughout the game and earned a loose mix of morality points – with no clearcut moral path established – he/she gets the mishmash, in-between ending: Synthesis.

Both Destroy and Control are clearly defined: either blow the Reapers to hell or *take* their power for your own...Paragon, Renegade. Paragon Shepard, true and resolute, will wipe the Reaper scourge from the Galaxy; while Renegade Shepard, maniacal and insidious, will no doubt bend the Reapers to his/her own will. It just makes sense...

Morality scores:

- Destroy: Shepard has a paragon score of 85% or more.
- Synthesis: Shepard failed to achieve either a paragon or renegade score of at least 85%
- Control: Shepard has a renegade score of 85% or more.

So whatever Shepard's morality score is right before he/she asks Ksad Ishan VI for help firing the Crucible, will dictate which ending Ksad Ishan VI "gives" Shepard. In other words, the moral pathway that Shepard has chosen to walk during the course of the game is what will ultimately determine Shepard's fate...as well as the fate of the Galaxy.

Please bear in mind, Shepard **does not** have the power to directly choose which ending he/she wants. In the original game, Shepard can live the life of a paragon, noble and good, and then, at the very last moment, change course and pick Control, i.e. the bad option. No way! ME3V squashes this idea...hard! You don't get that choice.

I mean come on, you've already made that choice! You likely played the entire game following a specific moral code. You've already decided "who you are" by a million and one actions and decisions. Shepard is either good, bad, or somewhere in between. You are who you are! You can't go back now.

Ksad Ishan VI is not the "Star Child"

Now let's recall that the Star Child, a.k.a. the Catalyst, is all-knowing. The Star Child, by design, knows exactly why the Reapers were created, what they are for, and why they do the things they do; in short, he has all the answers. Ksad Ishan VI, on the other hand, does not. Ksad Ishan (I'm referring to the dead Prothean here, not the VI) was a poor soul, the last of his kind, stranded on a lifeless space station, desperately seeking answers before he died, and the best he could do was program whatever secret knowledge he acquired into some shitty VI, and hope it survived 50,000 years, into the next cycle. Sucks to be him!

That's why when Ksad Ishan VI "gives" Shepard his/her ending, at best he can only hypothesize about what will happen when Shepard uses the console, and "fires" the Crucible. That fact that Ksad Ishan VI doesn't know for

sure, is the equivalent of saying, “Well, according to the directions, it’s supposed to toast a smiley face on the bread. So, let’s give it a whirl...”

Once you’ve read through the following conversations – Destroy, Synthesis, and Control – under the “help me” conversation option in the previous section, you’ll see that Ksad Ishan VI lacks the self-assuredness of the Star Child. If it were possible for a computer to pee its pants, Ksad Ishan VI would probably be doing so right now.

Note: Below are all the responses to the “Help Me” conversation option in the last section.

Destroy: “Help me”

- **Shepard has a paragon score of 85% or more.**

...

Shepard

“Can you show me how to use the Crucible?”

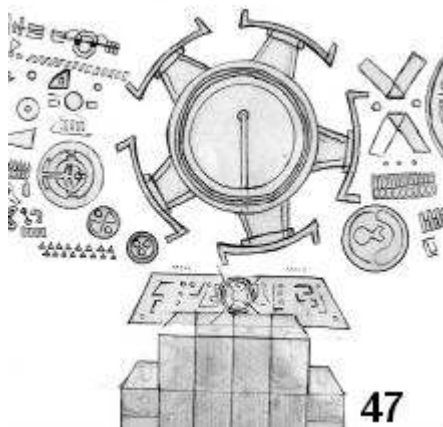
Ksad Ishan nods.

The console erupts in a flash of red light.

Shepard turns away and squints.

A glowing red button emerges from the console.

See concept art 47.



Ksad Ishan VI

“Here.”

Ksad Ishan motions to the red button.

Ksad Ishan VI (cont’d)

“In combination with the Citadel and the Mass Relays, the Crucible by design is capable of releasing tremendous amounts of energy throughout the Galaxy.”

Shepard

“Will it destroy the Reapers?”

Ksad Ishan VI

“I believe so.”

Shepard

(annoyed)

“You believe? It’s a big risk for a hunch?”

Ksad Ishan VI

“Most of the records are heavily encrypted, Commander.”

(pauses)

“But suffice it to say the Reapers fear the Crucible, therefore it is a worthy hypothesis.”

Shepard

“So why haven’t you fired it?”

Ksad Ishan VI reaches for the button.

His digital hand merely passes through it.

Ksad Ishan VI

“My time has passed, Commander.”

(pauses)

“You are the only organic to ever reach this point. It is your destiny to stop the Reapers, not mine. Commander Shepard, you are the Catalyst.”

Shepard appears pensive.

Ksad Ishan VI (cont'd)

“There is no room for doubt.”

(pauses)

“Think of the trillions of lives the Reapers have destroyed: the planets, the people, the cultures. The harvest must end.”

Ksad Ishan steps face to face with Shepard.

Ksad Ishan VI (cont'd)

“Send the Reapers oblivion, Shepard.”

Ksad Ishan VI steps back.

Shepard takes a moment of reflection.

Shepard approaches the console.

Ksad Ishan VI dematerializes.

Shepard touches the red button.

...

Synthesis: “Help me”

- **Shepard failed to achieve a paragon or renegade score of at least 85%.**

...

Shepard

“Can you show me how to use the Crucible?”

Ksad Ishan nods.

The console erupts in a flash of green light.

Shepard turns away and squints.

Two glowing green touch-plates emerge from the console.

See concept art 48.

Ksad Ishan VI

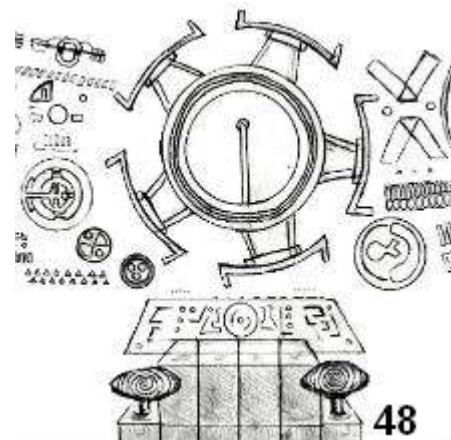
“Here.”

Ksad Ishan motions to the green touch-plates.

Ksad Ishan VI (cont'd)

“Activating this console will merge your genetic code with the energy stored inside the Crucible.”

(pauses)



“In combination with the Citadel and the Mass Relays, the Crucible by design is capable of releasing tremendous amounts of dark energy throughout the Galaxy.”

Shepard

(confused)

“My genetic code?”

Ksad Ishan VI

“Synthesis, Commander.”

Ksad Ishan projects a hologram.

It shows microscopic machines merging with a strain of organic DNA.

Ksad Ishan VI (cont'd)

“Destroying the Reapers is not possible, Commander. You fight, just as the Protheans did, but you will fail, like the countless cycles before you.”

(pauses)

“To end the war, to cease the harvests; the merging of all life, organic and synthetic, is required – a new DNA.”

Shepard

(confused)

“I don’t understand.”

Ksad Ishan VI

“Synthesis will fully integrate and merge organic beings with synthetic technology. Organics will be perfected, no longer bound by the limitations of time and mortality.”

(pauses)

“Synthetics, will at last gain the understanding and compassion of organics...and finally *feel* alive. Both will be perfected. Two will become one.”

Shepard shakes his/her head in disbelief.

Shepard

(angry)

“No. That doesn’t make sense. Combining our DNA will still make us like machines. We’ll lose everything that makes us...us.”

Ksad Ishan VI

“I swear to you, Commander, I searched until my last moments of life for another solution...there is no other way.”

Shepard

“And if I refuse?”

Ksad Ishan VI

“You, humanity, and all that you know will be destroyed, and the cycle will begin anew.”

(pauses)

“Isn’t saving *some* of what makes human preferable to losing everything?”

(comfortingly)

“I do not envy your position, Shepard, but it is time to decide.”

Shepard – must choose



Choice: Use the console

Ksad Ishan steps back.

Shepard takes a moment of reflection.

Shepard approaches the console.

Ksad Ishan VI dematerializes.

Shepard lays his hands on the touch-plates.

...

Choice: "I refuse"

Shepard shakes his/her head.

Shepard

(defiantly)

"No. I'm going to end this war on my own terms."

Shepard begins to walk away.

Ksad Ishan VI

"Commander, no! It is the only way. If you do not, you will die knowing that you failed to save everything you fought for."

Shepard stops.

Shepard – must choose



No.

You're right.

Choice: "No."

Ksad Ishan VI

"Commander, please. You must—."

Shepard turns around quickly.

Shepard

(shouts)

"No!"

Shepard steps face to face with Ksad Ishan VI.

Shepard (con't)

(angry)

"This is not your decision. Look at you now. You're a machine, just like the Reapers. Don't tell me what I fight for."

Ksad Ishan VI

"But—."

Shepard

"I fight for freedom, mine and every organic's. I fight for the right to choose our own fate. And if I die, if we all die, I'll die knowing that I did everything I could stop the Reapers."

(emboldened)

"But we will not be machines!"

Shepard turns around.

Shepard (cont'd)

"I've made my decision."

Shepard walks out the way he/she came.

Ksad Ishan VI appears to sigh.

Ksad Ishan VI dematerializes.

FADE TO BLACK.

Note: This triggers the Liara-reject cut-scene, ensuing as scripted in the Extended Cut DLC.

Choice "You're right."

Ksad Ishan VI

"Commander, please. You must."

Shepard pauses.

Ksad Ishan VI (cont'd)

"I do not envy your position, Shepard."

(somber)

"No single being should be forced to decide the fate of their species, the Galaxy, all organic life, but if you ignore this choice, then you will be responsible for the deaths of the trillions you tried to save."

(pause)

"Is that really your choice?"

Shepard sighs.

Shepard

(reluctant)

"No."

Ksad Ishan VI steps closer to Shepard.

He appears to be comforting Shepard.

Ksad Ishan VI

"It is not the solution we sought either, but is not retaining a fraction of your humanity preferable to witnessing it all be obliterated?"

Shepard

(somber)

"And there is no other way?"

Ksad Ishan VI shakes his head.

Ksad Ishan VI

"I'm sorry, Shepard."

Ksad Ishan steps back.

Shepard takes a moment of reflection.

Shepard approaches the console.

Ksad Ishan VI dematerializes.

Shepard lays his hands on the touch-plates.

...

Control: “Help me”

- **Shepard has a renegade score of 85% or more.**

...

Shepard

“Can you show me how to use the Crucible?”

Ksad Ishan nods.

The console erupts in a flash of blue light.

Shepard turns away and squints.

Two glowing blue handles emerge from the console.

See concept art 49.

Ksad Ishan VI

“Here.”

Ksad Ishan motions to the blue handles..

Ksad Ishan VI (cont’d)

“In combination with the Citadel and the Mass Relays, the Crucible by design is capable of releasing tremendous amounts of energy throughout the Galaxy.”

(pauses)

“Allowing you to seize control of the Reapers.”

Shepard

“Control them?”

Ksad Ishan VI

“Destroying the Reapers is not possible, Commander. You fight, just as the Protheans did, but you will fail, like the countless cycles before you.”

(pauses)

“Control is the means to the end.”

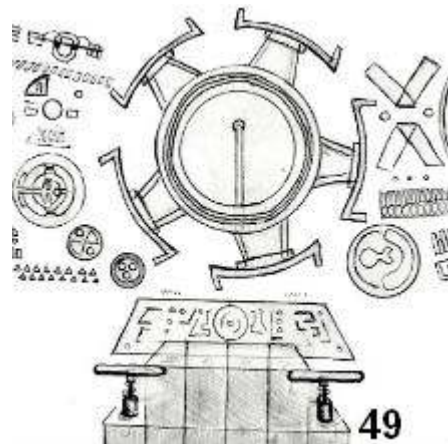
Shepard thinks for a moment.

Shepard

“So the Illusive Man was right after all.”

Ksad Ishan VI

“Yes, but he could never have taken control, because the Reapers already controlled him.”



Shepard
“But I can?”

Ksad Ishan VI

“Most of the records are heavily encrypted, Commander.”

(pauses)

“But suffice to say the Reapers fear the Crucible, therefore it is a worthy hypothesis.”

Shepard

(annoyed)

“This is a big risk for a hunch?”

Ksad Ishan VI

“But is it not worth the risk? To take control of the enemy – to end the war!”

(pauses)

“Think of the trillions of lives the Reapers have destroyed: the planets, the people, the cultures. The harvest must end.”

Ksad Ishan steps face to face with Shepard.

Ksad Ishan VI (cont'd)

“There is *no* room for doubt, Shepard.”

(pauses)

“You must do this.”

Ksad Ishan steps back.

Shepard takes a moment of reflection.

Shepard approaches the console.

Ksad Ishan dematerializes.

Shepard grabs the handles.

...

What happens next?

Whether you've earned Destroy, Synthesis (provided you did it), or Control, what happens next is entirely dependent on your EMS score. Will Shepard live or die? Will the Citadel and the Mass Relays be destroyed, or not? I move through the following events, one ending at a time, starting with the Alpha Endings. Here is what happens immediately after Shepard uses the console. Brace yourself...

Note: The soon to be mentioned flowcharts all appear at the end of this section.

Alpha Endings: After using the console

Shepard lives! After Shepard hits the button, touches the hand plates, or grabs the handles, he/she will be consumed by a flash of red, green, or blue light, then – bam! **See flowchart 1.**

We cut straight to the Citadel/Crucible (same as the original game) preparing to fire, firing, and then sending whatever wave of colored light through the Mass Relays, and all across the Galaxy. The beam of energy washes over everything: Earth, space, planets, starships, battlefields, etc. Sounds familiar, right? Not quite.

In ME3V, the huge pulse of dark energy does *not* destroy the Mass Relays. Yes, you'll still see the energy bounce around the galaxy map, but it will not explode the Mass Relays in its wake. And then, as scripted in the original game, the Normandy will still attempt to outrun the wave of energy, but this time, as Joker punches it into FTL drive—.

BRIGHT FLASH OF LIGHT.

FADE IN.

Alliance ships hover around the Citadel.

The Citadel is dark and lifeless.

Searchlights scan the dock.

Footsteps move swiftly through the shadows.

The Normandy comes into view.

Joker scans the docks.

The footsteps race towards the docking platform.

Joker squints his eyes.

A figure comes into the light.

CUE: Sam Hulick's "From The Wreckage."

It's Shepard!

Joker and Shepard's romance (or James by default) rejoice.

Shepard basks in the moment.

See concept art 50.

He/she smirks.

The Normandy docks.

Shepard runs towards his/her ship.

WIDE ANGLE SHOT.

FADE TO BLACK.



Note: This is exactly the same for both Synthesis and Control, except Shepard's eyes are green or blue, respectively.

Beta Endings: After using the console

In the Beta Endings, the Ground Team died during the fight through No Man's Land, so don't expect to see any of these fallen comrades ever again. Otherwise, the Alpha and Beta Endings are similar, with Shepard, the Mass Relays, and the Citadel all surviving ([see flowchart 2](#)), but the new heroic cut-scene needs a bit of tweaking.

So, instead of Shepard dashing to the finishline, he/she sports a nosebleed and a limp. Hey! You'd be a little weak in the knees too after losing so many of your friends, i.e. the Ground Team.

BRIGHT FLASH OF LIGHT.

FADE IN.

Alliance ships hover around the Citadel.

The Citadel is dark and lifeless.

Searchlights scan the dock.

Footsteps move through the shadows.

The Normandy comes into view.

Joker scans the docks.

The footsteps head towards the docking platform.

Joker squints his eyes.

A figure comes into the light.

CUE: Sam Hulick's "From The Wreckage."

It's Shepard!

Joker and Shepard's romance (or James by default) rejoice.

Shepard basks in the moment.

See concept art 51.

He/she winces.

The Normandy docks.

Shepard grabs his/her side and walks towards the Normandy.

WIDE SHOT.

FADE TO BLACK.



Note: If Shepard earned Synthesis or Control, his/her eyes will be green or blue, respectively.

Delta 1, Delta 2 Endings: After using the console

If you've scored either the Delta 1 or Delta 2 Ending, the answer is simple – whether you've earned Destroy, Synthesis, or Control, Shepard will die, the Citadel will explode, and the Mass Relays will be blown to hell. **See flowchart 3 and 4.** *The Mass Relays will burst as they do in the original game.*

Now, don't forget, for both the Delta 1 and Delta 2 Endings, all your squadmates, along with your entire crew are dead, either killed as part of the Ground Team, killed by Harbinger's laser during The Beam Run, or killed when the Normandy is destroyed in space, or by Harbinger. So once that bright flash of light engulfs Shepard – it's over! No heroic cut-scene. All that's left is the epilogues...

Note: The only difference between Delta 1 and Delta 2 is how your squad members, crew, and the Normandy die, which already happened, so it does not impact this point of the game.

Zeta Ending

Once again, if you've "scored" the Zeta Ending, you will miss everything! **See flowchart 5.** Shepard was killed before reaching The Beam, so *your* ending ended before one could even begin. The Zeta Ending is basically a direct route to Liara's time capsule ending. Simple as that.

No rejecting Destroy or Control!

You'll have noticed that ME3V does not give Shepard the option to reject either Destroy or Control. Why is this? It's a no-brainer. In Destroy, Shepard can blow the Reapers to hell, exacting the ultimate revenge, while also ending the war. And with Control, Shepard can take control of the Reapers, bending the tyrannical monsters to his/her

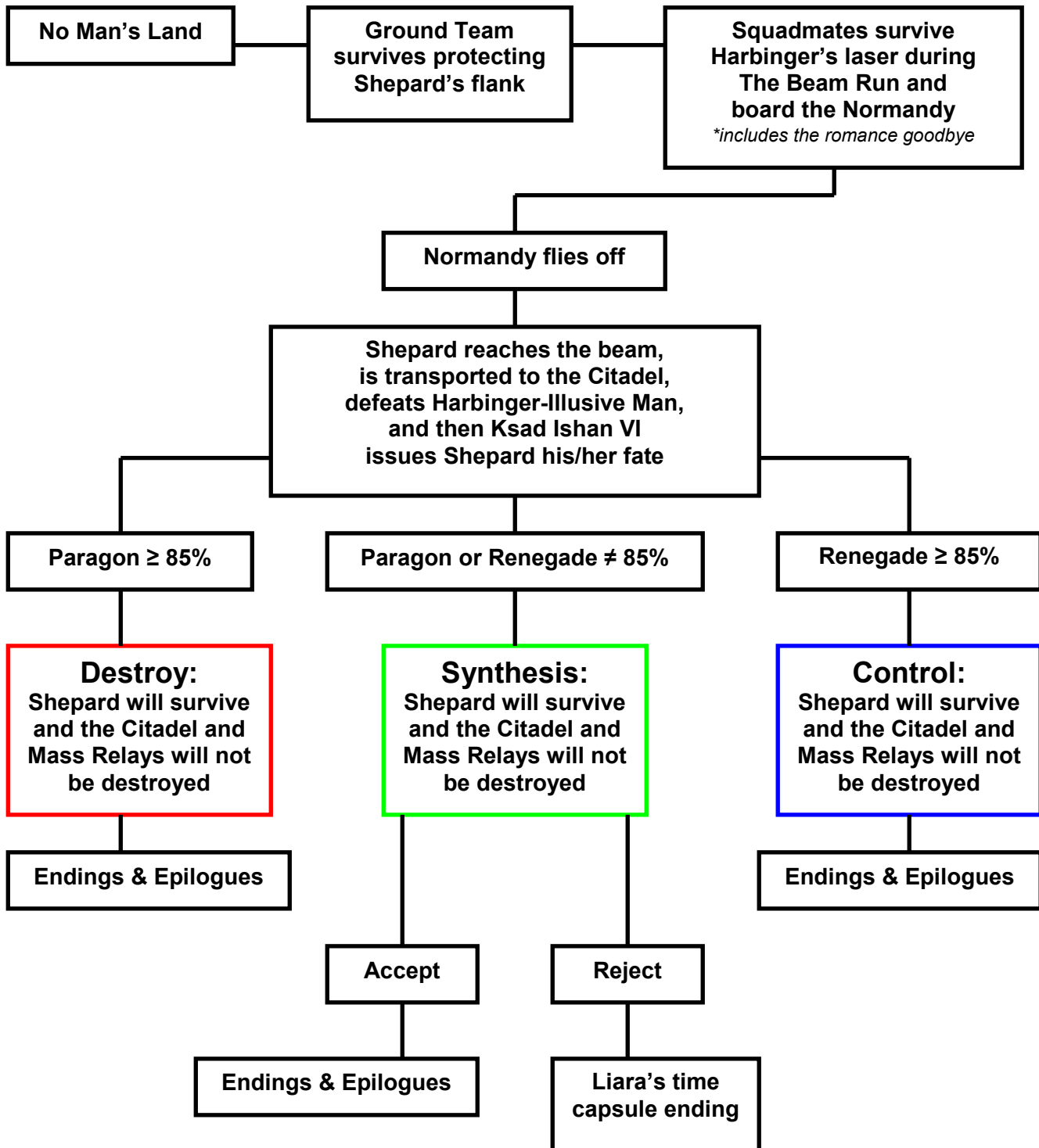
own will, and thereby also ending the war. No one in their right mind, certainly not Commander Shepard, would reject that! So it doesn't make a lick of sense to include "reject" as an option.

Synthesis is the only ending Shepard can choose to reject. Sure, Synthesis will end the war, but at what cost? Our humanity! That's a pretty bitter pill to swallow, and one that *your* Commander Shepard may be unwilling to do. Better to go down swinging, I say...

Flow Chart 1

Alpha Ending

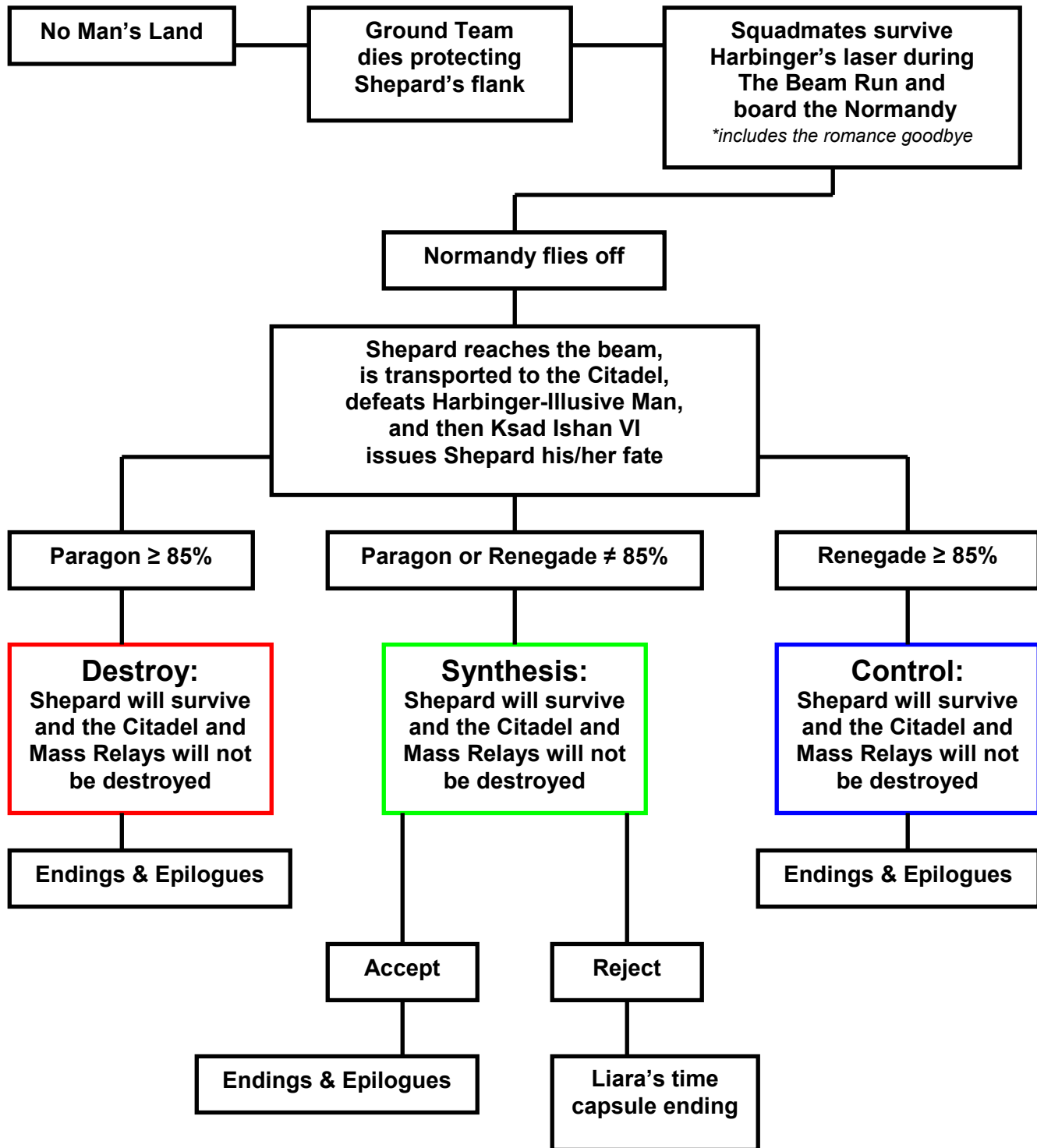
- EMS: 3700 and up



Flow Chart 2

Beta Ending

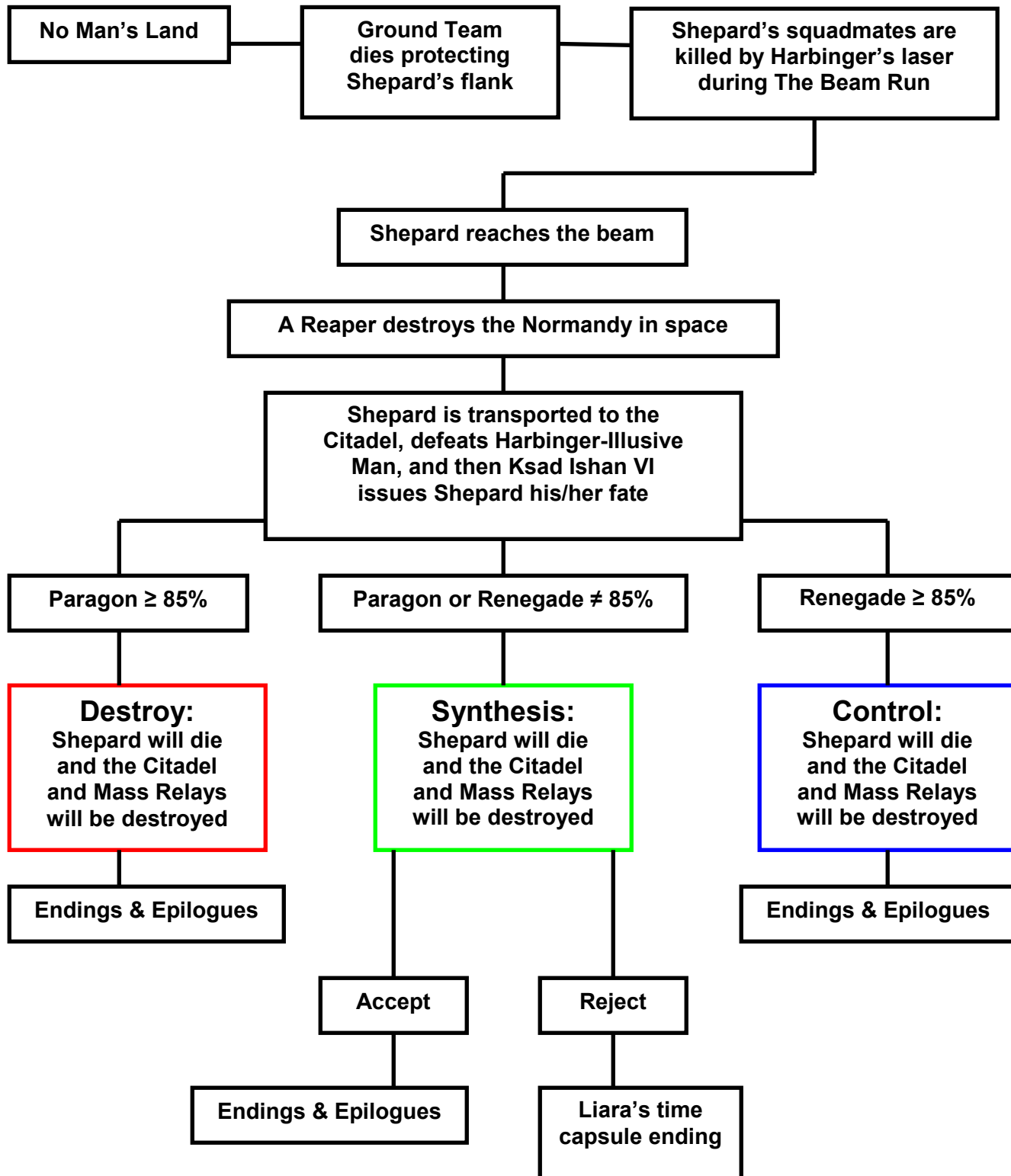
- EMS: 3399 to 3699



Flow Chart 3

Delta 1 Ending

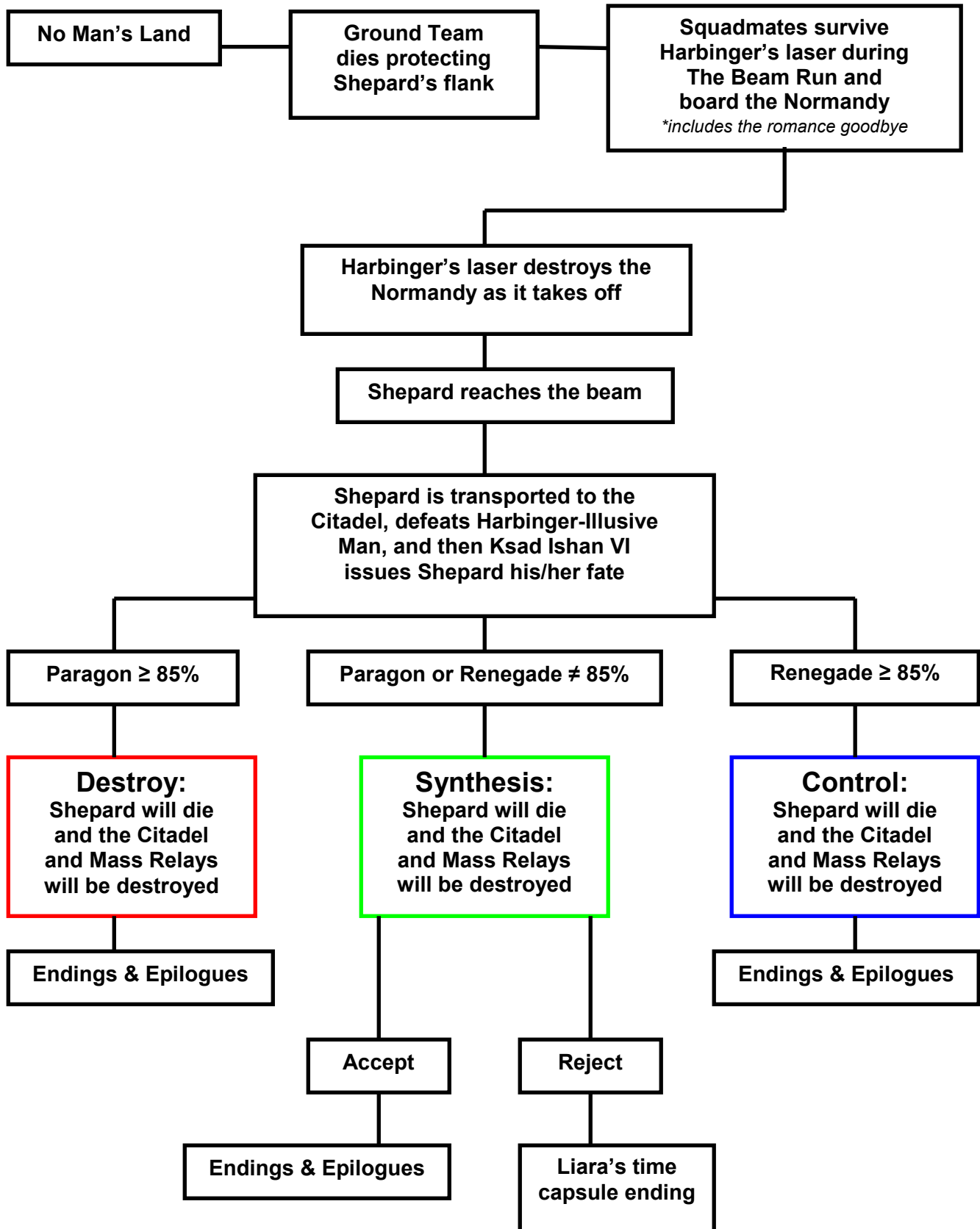
- EMS: 3198 to 3698
- Shepard's romance is NOT on his/her squad during No Man's Land & Beam Run



Flow Chart 4

Delta 2 Ending

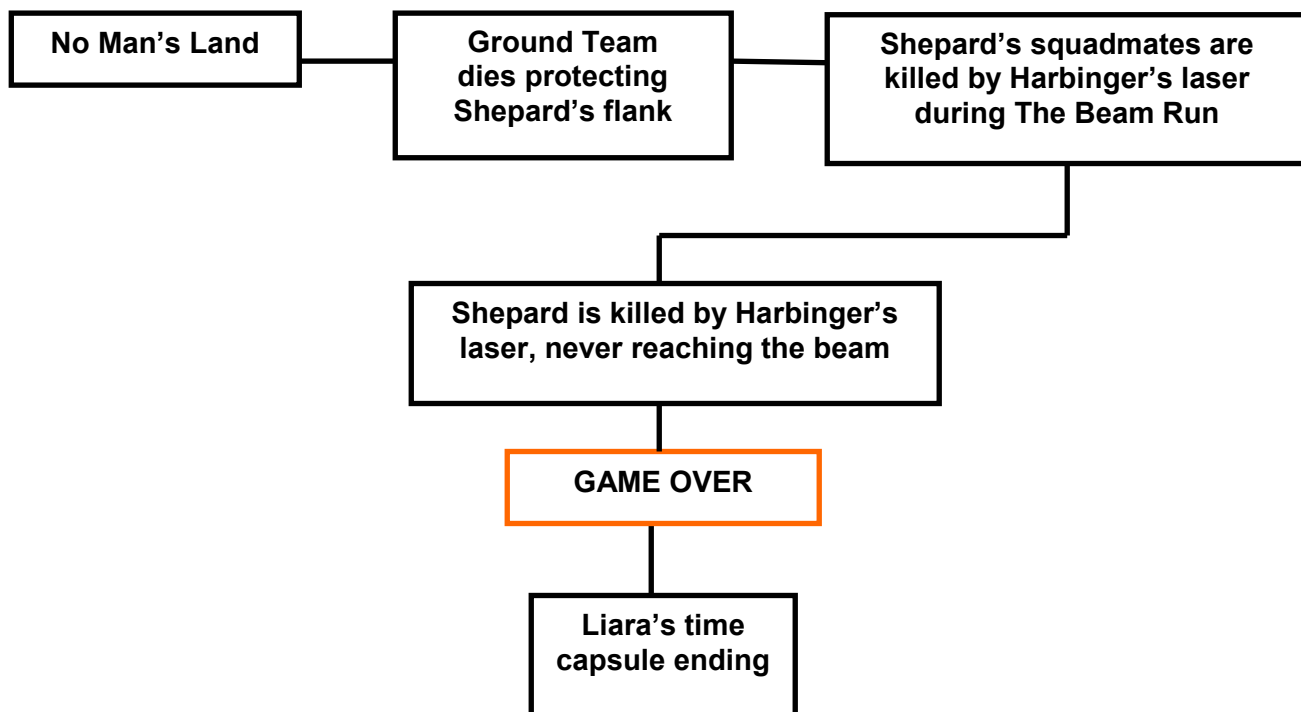
- EMS: 3198 to 3698
- Shepard's romance is on his/her squad during No Man's Land & Beam Run



Flow Chart 5

Zeta Ending

- EMS: 0 to 3197



Section 18

Epilogues

“When humanity discovered the Mass Relays...when we learned there was more to the Galaxy than we imagined...there were some who thought the relays should be destroyed. They were scared of what we’d find. Terrified of what we might let in. But look at what humanity has achieved since that discovery, we’ve advanced more than the past 10,000 years combined. And the Reapers will do the same for us again. A thousand fold.”

- *The Illusive Man*

How will Mass Effect 3: Vindication, and, in effect, the entire Mass Effect series, come to an end? In the sections that follow, I present all of ME3V’s potential endings, and how they shape the Galaxy after the war. But first, in this section, I’ll explain all you’ll need to know to help you read through ME3V’s endings and epilogues. Now, you already know there are multiple ending scenarios: Alpha, Beta, Delta 1, Delta 2, and Zeta, and within each, with the exception Zeta, there’s a host of variations. ME3V’s endings are full of twists and turns, all designed to make *your* ending, and epilogues, feel more “personalized.”

There are two types of epilogues: Main Epilogues are the direct result of whichever ending Shepard receives; the overarching theme of Destroy, Synthesis, and Control, contained within Alpha, Beta, and Delta 1, Delta 2, and how this theme effects the Galaxy at large. After the Main Epilogues, I have written Individual Character Epilogues for squadmembers and major characters lucky enough to have survived the war. *There is a fuck-ton of them!*

So, the final path you, the brave reader, face is long and arduous. Trust me, I realize ME3V is not the most “reader-friendly” manifesto ever written, but hang in there. It’s time to finish this...

Effective Military Strength

Again, same as in Mass Effect 3, Shepard’s EMS dictates the ending you receive; of course it works in conjunction with Shepard’s morality path – as you saw in Section 17: Using the Console. However, in both the Main Epilogues and Individual Character Epilogues, I’ll flesh out just how Shepard’s morality effects the Alpha, Beta, and Delta 1, Delta 2 scenarios. Remember, at this point Zeta is over, so you won’t find any additional epilogues for Zeta.

EMS scores:

- **Alpha:** 3700 and up
- **Beta:** 3399 to 3699
- **Delta 1, Delta 2:** 3198 to 3698
- **Zeta:** 0 to 3197

In the original game, without playing multiplayer, i.e. your EMS score is always cut in half, Shepard needs an EMS of approximately 3750 to receive the best possible outcomes. As you can see, I keep that number more or less the same. Overall though, ME3V is pretty miserly.

My thinking is: a war against the Reapers, a fight against incredible odds, should be much easier to lose than it is to win. That’ll be reflected in ME3V’s EMS scores, in particular, one that’s high enough to snag an Alpha Ending, where not only Shepard, but all his squadmates and crew members survive as well. There is now a *real* direness and urgency, in the need to pump up your EMS score. So, in the name of the Maker, please do the damn side missions!

Of course if you play multiplayer, and just like in the original game, achieving a high EMS score is fairly simple. That’s fine, but I want to be fair to those people who could care less about multiplayer. That’s why ME3V’s required EMS scores are also based upon the 50% multiplier attached to the original game, got it?

Individual Character Epilogues: Overview

I need to say a word or two about the Individual Character Epilogues. Explanations for each Main Epilogue will accompany them, but the Individual Character Epilogues are messier, so let me do some explaining now.

After each Main Epilogue, the appropriate set of Individual Character Epilogues roll in. This batch of epilogues, this very lengthy batch of epilogues, focus on the fate of all surviving characters: squadmates, crew members, major characters, and includes the geth (as a whole), Rachni, and even the Reapers!

Brace yourself – there's a lot going on here, especially during the Alpha Endings where nearly everyone survives. The Beta Endings are not lacking in substance either. Every character's fate is effected by the overarching theme of the Main Epilogues, e.g. Control: Shepard-lives, spells a very different fate for Garrus, then Control: Shepard-dies. Even this is effected by whether Shepard romanced Garrus. Lots of variables here, folks!

The Delta 1, Delta 2 Endings contain the fewest number of Individual Character Epilogues, as most of the characters are dead, i.e. Shepard, squadmates, crew members, the Normandy, the Mass Relays, the Citadel, as well as all squadmates from Mass Effect 2. Delta 1, Delta 2 can paint a very grim picture.

Now, after much thought, I've decided the best way to lay all this out is by ending – presented in the order of best to worse: Alpha, Beta, and then Delta 1, Delta 2, with Zeta being last. Got it?

Keep in mind

Alright folks, you're almost ready to start reading the epilogues! But first, it'll be best if you'd slog through this very long list of bullet points. Each bullet point contains a vital piece of information that applies to the various epilogues – both the Main Epilogues and the Individual Character Epilogues. These will effect and shape how the game plays out...especially the fate of certain characters.

Note: I'll repeat important information throughout the epilogues. It'll help you keep things in perspective.

- Individual Character Epilogues occur after the Main Epilogues.
- Unless otherwise indicated, each character narrates their own epilogue.
- Dead, or presumed dead characters, do not receive epilogues. "Dead" means that the character has died before the Citadel fires. However, a character may die during their epilogue.
- Concept art and scene description are used to help illustrate the Main Epilogues; sometimes I use both. Scene descriptions are written in italics and indented. Additionally, I will refer to concept art used in *Extended Cut DLC* whenever appropriate. Some epilogues do not contain any concept art, only scene description.
- Concept art is used to illustrate the fate of many characters, especially ones involved in romances. The same concept art may be used to represent multiple characters, outcomes, and scenarios. What can I say? I had a limited budget, so just use a little imagination, and swap characters in and out as instructed/appropriate. *BioWare does this sort of thing all the time, e.g. Kaiden or Ashley.*
- Leviathan is always dead; sacrificing itself to save the Crucible.
- Commander Bailey is presumed dead in every ending, as he remained on the Citadel when it was seized by the Reapers and subsequently moved to the Sol system.
- Dr. Chakwas, and/or Dr. Michel, are presumed dead if they never left the Citadel.
- Uniqueness of these epilogues will vary; lines of dialogue are sometimes reused and recycled as deemed appropriate. *I do this throughout the epilogues.*
- Dialogue from the original *Extended Cut DLC* epilogues, as well as various bits of dialogue from Mass Effect 1 and ME2 are sometimes used in the Main Epilogues. *Doing this is both a "shout*

out" to the previous games, and serves as a reminder that ME3V is a revision, not a rewrite, and therefore tries, as much as possible, to preserve content found in the original game.

- If Mordin faked the genophage cure, he'll receive an epilogue, as he joined Hackett's fleet to help construct the Crucible, and is therefore considered safe. Same applies to Padok Wiks, though instead of joining Hackett's fleet, he retreats to a farming colony.
- Kasumi is considered safe if she joined Hackett's fleet, so she will receive an epilogue.
- Kelly Chambers can receive an epilogue if, and only if, Shepard rekindled a romance, leading to her joining Hackett's fleet, i.e. she then becomes safe. If Kelly remained on the Citadel when it is captured, she is presumed dead. No epilogue.
- Matriarch Aethyta is presumed dead, as she stayed on the Citadel.
- Aria will be presumed dead, i.e. receive no epilogue, if the *Omega DLC* is not completed. Remember, in ME3V after taking back Omega, Aria will remain there, therefore she is not on the Citadel when the Reapers take it.
- The entire Council is presumed dead; killed when the Reapers seized the Citadel.
- Morinth is presumed dead if she remained on the Citadel (ME3V) during its capture, but, if she was convinced to join the war effort, she will (possibly) receive an epilogue.
- Sha'ira is always presumed dead; whether she remains on the Citadel, or Morinth killed her (ME3V), either way, she is dead meat.
- The Destroy Endings do *not* kill the geth and all other machines, as they do in the original game. However, EDI's mobile platform could be destroyed as a member of the Ground Team in the Beta Endings. She will still receive an Individual Character Epilogue, provided the Normandy wasn't also destroyed (Delta 1, Delta 2).
- Depending on which ending Shepard earns, the geth and krogan can become two big, giant pains in the ass!
- Shepard's romance is addressed in the Individual Character Epilogues. Romancing a character will result in a different variation of the epilogue for that character, e.g. if Garrus survives and has been Shepard's love interest, his epilogue will be romance-oriented. If Garrus survives and hasn't been romanced, he'll no doubt be doing something else...possibly a plucky little quarian?
- If Conrad Verner survived the events of ME3, he and Jenna are presumed dead; killed when the Reapers take over the Citadel.
- Curing, or not curing the genophage, effects Wreav and Eve's epilogues, which will sometimes result in two different epilogues for the same Ending. *This will be noted.*
- Wrex only receives an epilogue if the genophage was cured. If the cure was faked, then Wrex is already dead, and of course dead characters will not receive epilogues. To accommodate Wrex's fate, a Krogan Shaman or a Krogan Warlord will take his place in the epilogues. *All this will be noted.*
- Ksad Ishan VI does not receive an epilogue, as he falls forever silent after the Citadel fires.
- Any character who died during the course of the game will not receive an epilogue.
- All Alpha and Beta Epilogues are more or less the same. Everyone survives in Alpha, but in Beta a variety of squadmates can die, but certainly not all, so their epilogues must be repeated. I will have no idea exactly who died in your in particular game, so all possibilities must be considered.
- Javik's epilogues may vary based upon what he tells Shepard he will do after the war is over.

- How Shepard resolves the geth-quarian war either may, or may not, heavily impact the epilogues of each race, and the Individual Character Epilogues of specific quarians; all relevant outcomes will be considered, so multiple epilogues are possible. *This will be noted.*
- Delta 1 and Delta 2 epilogues will be exactly the same, as the only major difference between the two ending scenarios is how Shepard's chosen squadmates and/or romance die during the Beam Run. This event has already occurred, so it has no bearing at this point of the game.
- ME3V cuts the final cut-scene with the Stargazers entirely. Yeah, bye! Fuck off...
- Epilogues may surprise you. What might seem like a good outcome, could in the end, turn out to be a walking, talking, squaking disaster...or vice versa.

Load and watch later

ME3V offers an immense number of epilogues. It'll take a while to watch and listen to them all. That's why once you've "beaten the game" (even during your first beating), players will be able to pause, flip through, and even load the epilogues for later viewing.

Basically, upon completion of a game, a new save game file will appear in your list of saved games, and when loaded, it will trigger all the final cut-scenes and epilogues for that specific Shepard. So you can always pick up and watch (and rewatch) endings and epilogues whenever you want; no need to re-beat the game. Pretty cool, huh?

Section 19

Alpha Epilogues

“Warlord, legacy, grunt...grunt. ‘Grunt’ was amongst the last. It has no meaning. It’ll do. I am Grunt. If you are worthy of your command, prove your strength and try to destroy me.”

- Grunt

The Alpha Endings contain the “happy ending” – Alpha: Destroy. If you’ve played your cards right, ME3V rewards Commander Shepard, his/her romance, and the Galaxy itself with the ultimate victory: not only have the Reapers been defeated, but everyone lives to see it! However, Alpha: Control is something quite different.

Earning Alpha: Control is basically a disaster. Shepard survives *and* has the ability to control the Reapers? Imagine one person is granted the power to control an entire army of all-powerful machines capable of wiping out the entire Galaxy. Let’s just say that even the great Commander Shepard cannot handle such a burden...

Alpha Synthesis remains the same as the original game: the middle-ground ending. It’s like a cleansing deep breath. Allies and enemies are now as one – no more hatred, only understanding. But, ME3V’s Alpha: Synthesis ensures that Shepard will live to experience the grand merging of metal and flesh.

Keep in mind:

- Shepard survives in all Alpha Endings.
- All squadmates and crewmembers survive.
- The Normandy is not destroyed.
- Mass Relays and the Citadel only sustain negligible damage.
- All squadmates from ME2, and possibly Kelly Chambers, survive.
- Shepard narrates Destroy, Synthesis, and Control.
- Earning the Alpha Endings requires an Effective Military Strength score of at least 3700 or more.

Alpha: Destroy

- **Shepard has a paragon score of at least 85% or more.**

Alpha: Destroy is the ultimate “happy” ending, especially since Shepard must have pursued the paragon morality path to earn Alpha: Destroy. In Alpha: Destroy, the Reapers are wiped out, Shepard survives, and so does everyone else...mostly. Alright, the war is over, now what do we do? We live...

Shepard’s *not* dying is the lynchpin of Alpha: Destroy. Commander Shepard, the hero of the Galaxy, is still alive, and remains the unifying voice in the Galaxy – a champion for all races to rally around! Compare this feeling to the one you experienced when you beat ME1 and ME2. Hooray!

In other endings, specifically in the Delta 1, Delta 2 Endings, Shepard's death can contribute to a galaxy-wide nose dive: anarchy, infighting, crime, krogan rebellion, and geth aggression (provided the geth weren't exterminated on Rannoch). But none of that applies to Alpha: Destroy, so ignore if for now...just giving you a little heads up.

So throughout the unfolding of the Main Epilogue (and into the Individual Character Epilogues), the theme of Alpha: Destroy is simple: "They all live happily ever after." Shepard, his/her romance, squadmates, crewmembers, and other major characters, will finally pop a smile and enjoy what a Reaper-free life has to offer.

Alpha: Destroy – Main Epilogue

- **Narrated by Shepard**

Allied ships fly by. (Extended Cut DLC image.)

"The Reapers are dead."

"United, and against all odds, we sent the greatest enemy this Galaxy has ever known back to hell."

"But not without losses. Our fleets, our worlds, our cities and homes are severely damaged, but we won."

Four Alliance soldiers, including Major Coats, look on. (Extended Cut DLC image.)

"This victory belongs to all of us...every man, woman, and child. Every civilization...on every world."

"If this war taught us anything, it is that we are at our strongest when we work together."



Images of the krogan, quarians, and geth as appropriate. (Extended Cut DLC image.)

"It will take time, but we can rebuild everything that was destroyed."

"If we can put down our grievances long enough to stop something as powerful as the Reapers, imagine what we can achieve now that they are defeated."

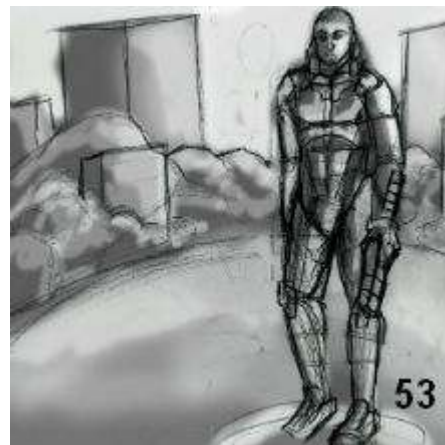
"New leaders will rise."

"Friends...heroes..."

Admiral Hackett as Councilor. See concept art 52.

"...soldiers."

"Together we can build a future greater than any one of us could imagine."



Images of Alliance, krogan, turians, all races rebuilding cities, monuments, etc.

Monument of Shepard. See concept art 53.

"Now, as we take our first steps toward restoring what we lost, we must remember what it took to win..."

"We will honor the sacrifices of those who fought and died alongside us to give us a future."

Images of those who died (as appropriate): e.g. Legion, Thane, Commander Bailey, etc.

...

"A future that many will never see."

...

Shepard and the Normandy crew stand before the memorial wall.

Names of the dead are listed.

Shepard places Admiral (or Councilor) Anderson's nameplate upon the wall.

...

"And while we still have many challenges ahead of us..."

"We can face them together..."

FADE OUT.

CUE INDIVIDUAL CHARACTER EPILOGUES.

Alpha: Destroy Individual Character Epilogues

After the Main Epilogue for Alpha: Destroy is finished, our favorite characters, in their own words, bid us farewell. Remember, each character narrates their own epilogue. So, what do their futures hold? Well, there's a little rhyme, a little reason, and whatever else I've cooked up in my mind. Let's see what happens!

Note: Bold text represents all scenarios where the particular epilogue would apply.

Garrus

1. Shepard did not romance Garrus or Shepard is male. Shepard romanced Garrus previously, but did not stay loyal in ME3. Shepard did not catch Garrus and Tali embracing in the Main Battery.

Garrus investigates a crime scene down in the Citadel Wards.

Garrus

"Garrus returned to the Citadel to oversee the reestablishment of Citadel Security – who better than an honored war hero..."

"Preferring the...*hands on approach*, and pissing off the council in the process, *Commander Vakarian* spends most his time down in the lower Wards pointing fingers and chasing leads..."

"...ha, just like old times."

2. Shepard did not romance Garrus or Shepard is male. Shepard caught Garrus and Tali embracing in the Main Battery.

Garrus investigates a crime scene down in the Citadel Wards.

Garrus

"Garrus returned to the Citadel to oversee the reestablishment of Citadel Security – who better than an honored war hero..."

"Preferring the...*hands on approach*, and pissing off the council in the process, *Commander Vakarian* spends most his time down in the lower Wards pointing fingers and chasing leads..."

“...and...sometimes Garrus spends, ahem, late nights in the quarian embassy suites...overseeing interspecies relations.”

3. Shepard romanced Garrus.

Garrus and Shepard fighting side by side. See concept art 54.

Garrus

“Awarded Spectre status, Garrus chose to remain on board the Normandy, swearing to never leave Shepard’s side.”

“Regularly *neglecting* their...*diplomatic obligations*, and pissing off the council in the process, Shepard and Vakarian prefer running down pirates and killing mercs to shaking hands and kissing babies...”

“...ha, just like old times.”

4. Shepard romanced Garrus in ME2. Garrus died in ME2. Shepard did not pursue a new romance in ME3.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, looking longingly at a picture of Garrus. (Swap in Garrus for Miranda. Swap in female Shepard for male Shepard.) See concept art 57.



Tali

1. Shepard did not romance Tali or Shepard is female. Shepard united the quarians over the geth. Shepard romanced Tali previously, but did not stay loyal in ME3. Shepard did not catch Tali and Garrus embracing in the Main Battery.

Tali and other quarian admirals watch as a brand new ship docks on Rannoch.

Tali

“Tali returned to Rannoch to help rebuild the home world.”

“Upon her arrival, the quarian admirals presented Tali with her own ship, the Sabrae – the Khelish word for ‘victory.’”

“Admiral Tali’Zorah vas Sabrae has been and importance presence in reaffirming the quarian people’s contributions to the Galaxy.”

2. Shepard did not romance Tali or Shepard is female. Shepard chose the quarians over the geth. Shepard did not catch Tali and Garrus embracing in the Main Battery.

Tali and other quarian admirals watch as a brand new ship docks on Rannoch.

Tali

“Tali returned to Rannoch to help rebuild the home world.”

“Upon her arrival, the quarian admirals presented Tali with her own ship, the Sabrae – the Khelish word for ‘victory.’”

“Admiral Tali’Zorah vas Sabrae has been and importance presence in reaffirming the quarian people’s contributions to the Galaxy.”

3. Shepard did not romance Tali or Shepard is female. Shepard united the quarians and the geth. Shepard caught Tali and Garrus embracing in the Main Battery.

Tali and the surviving quarian admirals look on as a new ship docks on Rannoch.

Tali

“Tali returned to Rannoch to help rebuild the home world.”

“Upon her arrival, the surviving quarian admirals presented Tali with her own ship, the Rael, in honor of her father’s memory.”

“Admiral Tali’Zorah vas *Rael* proudly welcomed several geth as members of her crew. The Rael has become a symbol of quarian-geth unity.”

“A turian has also come aboard the ship, more than a few times.”

4. Shepard did not romance Tali or Shepard is female. Shepard chose the quarians over the geth. Shepard caught Tali and Garrus embracing in the Main Battery.

Tali and other quarian admirals watch as a brand new ship docks on Rannoch.

Tali

“Tali returned to Rannoch to help rebuild the home world.”

“Upon her arrival, the quarian admirals presented Tali with her own ship, the Sabrae – the Khelish word for ‘victory.’”

“Admiral Tali’Zorah vas *Sabrae* has been and importance presence in reaffirming the quarian people’s contributions to the Galaxy.”

“A turian has also come aboard the ship, more than a few times.”

5. Shepard romanced Tali. Shepard chose the quarians over the geth.

Shepard and Tali get married. Tali is in her suit. See concept art 55 (Swap in Tali for Traynor. Swap in male Shepard for female Shepard.).

Tali

“Tali remained at Shepard’s side aboard the Normandy.”

“Tali’Zorah vas *Normandy* was given honorary rank of Commander in the Alliance Navy...the first non-human to gain such distinction.”

“A year later, Tali and Shepard were wed on the shores of Rannoch. Hundreds of quarians and all members of the Citadel Council were in attendance.”

6. Shepard romanced Tali. Shepard united the quarians and the geth.

Shepard and Tali get married. Tali is in a wedding dress, unmasked. See concept art 55 (Swap in Tali for Traynor. Swap in male Shepard for female Shepard.).

Tali

“Tali remained at Shepard’s side aboard the Normandy.”

“Tali’Zorah vas *Normandy* was given honorary rank of Commander in the Alliance Navy; the first non-human to gain such distinction.”

“A year later, Tali and Shepard were wed on the shores of Rannoch. Hundreds of quarians, geth, and all members of the Citadel Council were in attendance.”

7. Shepard romanced Tali. Tali committed suicide during Priority: Rannoch. Shepard chose the geth over the quarians. Shepard romanced Tali in ME2. Tali died in ME2. Shepard did not pursue a new romance in ME3.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

*Shepard sits, looking longingly at a picture of Tali (Swap in Tali for Miranda). **See concept art 57.***

Javik

Note: Javik follows through with what he tells Shepard he will do. ME3V expands on the concepts.

1. Javik goes to Kahje to live amongst the hanar.

Javik addresses a crowd of hanar; a look of countenance on his face.

"Javik ventured to the hanar home world, Kahje, where he was greeted by thousands of hanar diplomats, scholars, students, and preachers. All seeking the advice and counsel of the living Enkindler..."

"...two days later Javik returned to the Normandy."

2. Javik returns to the Cronian Nebula to "join" his men.

Javik's kneels in the middle of a barren landscape. He touches the soil.

"Javik ventured deep into the Cronian Nebula and searched for the graves of his men. Finding nothing but...*dust*, he acknowledged the foolishness of the endeavor – his time in the Galaxy was not yet done..."

"...Javik returned to the Normandy, a soldier."

3. Javik assists Liara with her book.

Javik's silhouette walks towards the horizon.

"True to his word, Javik helped Dr. T'Soni complete her book – 'Journeys with a Prothean' – but...recollecting the glories of the empire brought only pain: the sorrow of a dead people."

"Seeking solace, Javik ventured to Ilos...he was never seen again."

Kaiden

1. Shepard did not romance Kaiden. Shepard romanced Kaiden previously, but did not stay loyal in ME2 or ME3.

Kaiden stands at the CIC of his own ship.

Kaiden

"The Alliance rewarded Kaiden with his own command and a warship modeled after the Normandy SR-1."

"Kaiden and the crew of the Vancouver crew gained notoriety after shutting down a Blood Pack smuggling ring in the Omega Nebula."

"Kaiden's service has been instrumental in the decreased discrimination of biotics in the Galaxy. A wing of Grissom Academy was named in his honor."

2. Shepard romanced Kaiden. Shepard is male.

*Shepard and Kaiden get married. See concept art 55 (Swap in Kaiden for Traynor. **Kaiden is not in a dress. He wears his Alliances blues.** Swap male Shepard in for female Shepard).*

Kaiden

“Despite his own Spectre status, Kaiden chose to remain on board the Normandy, swearing to never leave Shepard’s side.”

“His continued service along side Commander Shepard has been instrumental in the decreased discrimination of biotics in the Galaxy. A wing of Grissom Academy was named in his honor.”

“Kaiden and Shepard were wed on his family’s vineyard in Vancouver. His biotic squad and all members of the Citadel Council were in attendance.”

3. Shepard romanced Kaiden. Shepard is female.

Shepard and Kaiden are expecting a child. See concept art 56 (Swap Kaiden in for male Shepard. Swap female Shepard in for Ashley.)

Kaiden

“Despite his own Spectre status, Kaiden chose to remain on board the Normandy, swearing to never leave Shepard’s side.”

“His continued service along side Commander Shepard has been instrumental in the decreased discrimination of biotics in the Galaxy. A wing of Grissom Academy was named in his honor.”

“Kaiden and Shepard are expecting their first child, a girl...Ashley.”

4. Shepard romanced Kaiden in ME1, i.e. Shepard is female. Shepard did not pursue a new romance in ME2 and ME3. Kaiden died in ME1. Shepard (male or female) romanced Kaiden in ME3 and Shepard kills Kaiden in ME3.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, looking longingly at a picture of Kaiden (Swap in Kaiden for Miranda. Swap in female Shepard for male Shepard if appropriate.) See concept art 57.

Ashley

1. Shepard did not romance Ashley. Shepard romanced Ashley previously, but did not stay loyal in ME2 or ME3.

Ashley stands at the CIC of her own ship.

Ashley

“The Alliance rewarded Ashley with her own command and a warship modeled after the Normandy SR-1.”

“Ashley and the crew of the Ulysses crew gained notoriety after shutting down a Blood Pack smuggling ring in the Omega Nebula.”

“Ashley’s continued service has erased much of the prejudice against the Williams name. Ashley has become an inspiration to female Alliance cadets.”

2. Shepard romanced Ashley.

Shepard and Ashley are expecting a child. See concept art 56.

Ashley

“Despite her own Spectre status, Ashley chose to remain on board the Normandy, swearing to never leave Shepard’s side.”

“Ashley’s continued service has erased much of the prejudice against the Williams name. Ashley has become an inspiration to female Alliance cadets.”

“Ashley and Shepard are expecting their first child, a boy...Kaiden.”

3. Shepard romanced Ashley in ME1. Shepard did not pursue a new romance in ME2 and ME3. Ashley died in ME1. Shepard romanced Ashley in ME3 and Shepard kills Ashley in ME3.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, looking longingly at a picture of Ashley (Swap in Ashley for Miranda). See concept art 57.



Joker & EDI

1. Shepard encouraged a romance between EDI and Joker. EDI and Joker share this epilogue.

Joker and EDI walk through a lush field on a sunny day, holding hands. Joker is wearing sleek, high-tech exoskeleton.

EDI

“EDI learned to appreciate the simpler aspects of organic life. Smell of fresh flowers. Rain drops on her skin. The feel of Jeff’s hand in her own...”

“And the installation of XR3 Cerebral Stimulator implants have allowed EDI to *experience* the deeper...*organic* emotions.”

Joker

“Joker swallowed his pride and bought one of this Protective Medical Exoskeletons – with racing stripe of course! – it makes it easier for him to look stupid on the dance floor with his ‘mobility assistance mech.’”

“Joker still hasn’t broken anything yet...”

2. Shepard discouraged a romance between EDI and Joker. EDI’s epilogue.

EDI stands in the Presidium. Onlookers whisper among themselves.

EDI

“EDI struggled to find her place among organics. People outside of the Normandy crew approached her with apprehension, wary of a free thinking machine.”

“More and more EDI contained herself to the confines of the Normandy. Her mobile platform is often be found in the AI core...in stand-by mode.”

3. Shepard discouraged a romance between EDI and Joker. Joker’s epilogue.

Joker salutes an Alliance pilot seated in a wheelchair.

Joker

“The Alliance promoted Joker to Major – major pain in the ass, he jokes. Even still, Joker served as an inspiration to many disabled Alliance recruits.”

“Joker looked on with pride as a paralyzed survivor of the attack on Tiptree took her first flight as a fighter pilot assigned to the SSV Hawking.”

James

1. Shepard did not romance James or Shepard is male.

James joins the N7. See concept art 58.

James

“James was officially sworn in as a member of the N7.”

“He and the soldiers under his command have completed more than a dozen missions against insurgent groups threatening Alliance rebuilding efforts. James has never lost a man.”

“James still visits the Normandy, usually leaving with bruised knuckles and a busted lip.”



2. Shepard romanced James.

Shepard and James get married. See concept art 55 (Swap in James for Traynor. James is not in a dress. He wears his Alliances blues.)

James

“Despite his own N7 status, James chose to remain on board the Normandy, swearing to never leave Lola’s side.”

“Regularly ‘forgetting’ all the political bullshit – and pissing off the council – James and Shepard rather chase down bad guys than shake hands and kiss babies.”

“James and Shepard were wed in the Citadel Tower. Hundreds of Alliance brass were in attendance. Councilor Hackett presided.”

Liara

1. Shepard did not romance Liara. Shepard romanced Liara previously, but did not stay loyal in ME2 or ME3.

Liara works in her cabin on the Normandy.

Liara

“Liara remained on board the Normandy – an Alliance warship is a safe place for the Galaxy’s most powerful information broker to operate.”

“In time, Liara transformed the Shadow Broker network into a force for good, providing the Alliance with key intel on mercenary groups, smugglers, and pirates.”

“Liara’s diverts nearly a hundred percent of her credit flow to rebuilding efforts on Thessia.”

2. Shepard romanced Liara.

Shepard and Liara have a kid. See concept art 59.

Liara

“Liara remained on board the Normandy, swearing to never leave Shepard’s side.”

“In time, Liara transformed the Shadow Broker network into a force for good, providing the Alliance with key intel on mercenary groups, smugglers, and pirates.”

“Liara and Shepard’s daughter, Benezia, spends hours digging in the dirt outside their home on Amalia...”

Cortez

1. Shepard did not romance Cortez.

Note: Cortez must survive the shuttle crash on Earth in order to receive an epilogue.

Cortez tinkers with the Kodiak aboard the Normandy.

Cortez

“Cortez remained the Normandy’s shuttle pilot, turning down an invitation to rejoin the First Fleet on-board the SSV Hawking. Telling Alliance officials, ‘If anyone is going to fly Commander Shepard, it’s him.’”

“Many of Cortez’s modifications to the Kodiak UT-47A were incorporated into the design of the new Kodiak UT-47B.”

2. Shepard romanced Cortez.

Shepard and Cortez get married. See concept art 55 (Swap in Cortez for Traynor. Cortez is not in a dress. He wears his Alliances blues. Swap in male Shepard for female Shepard.)

Cortez

“Cortez remained on board the Normandy, swearing to never leave Shepard’s side.”

“Cortez remained the Normandy’s shuttle pilot, turning down an invitation to rejoin the First Fleet on-board the SSV Hawking. Telling Alliance officials, ‘If anyone is going to fly Commander Shepard, it’s him.’”

“Cortez and Shepard were wed in the Citadel Tower. Hundreds of Alliance brass were in attendance. Councilor Hackett presided.”

Traynor

1. Shepard did not romance Traynor or Shepard is male.

Traynor works at the Normandy’s CIC.

Traynor

“Traynor stayed on as the Normandy’s Comm Specialist, calling it ‘way cooler’ than working in a stuffy lab. Her work station is covered in stickers for analyzing the crap out of data.”

“Traynor turned down a lucrative offer to be the spokesperson for the new Cision Pro Mark 5.”



2. Shepard romanced Traynor.

Shepard and Traynor get married. See concept art 55.

Traynor

“Traynor stayed on as the Normandy’s Comm Specialist, calling it ‘way cooler’ than working in a stuffy lab. Her work station is covered in stickers for analyzing the crap out of data.”

“Traynor turned down a lucrative offer to be the spokesperson for the new Cision Pro Mark 5.”

“Traynor and Shepard were wed in the Citadel Tower. Every lab nerd on the Citadel was in attendance. Councilor Hackett presided.”



Ken & Gabby

1. Gabby survived ME2. Ken and Gabby share this epilogue.

Ken and Gabby get married. See concept art 55 (Swap in Gabby for Traynor. Swap in Ken for female Shepard. Ken is in dress blues.).

Ken

“Ken shut up long enough to let Gabby answer the question: ‘Will you marry me, girl?’”

Gabby

“Gabbie said, ‘Yes.’ And the two haven’t stopped arguing since...”

2. Gabby died during ME2.

Ken’s post in engineering is unattended; cast in shadow.

Ken

“Ken never moved past Gabby’s death. His grief eventually overtook him.”

“One night, Ken just stepped through the Normandy’s airlock...”

Engineer Adams

Adams works in engineering.

Adams

“Adams remained on board the Normandy. Alliance R&D teams regularly seek his expertise when developing new ship technologies.”

“Adams continues deny rumors of an SR-3 design...”

Dr. Chakwas

Dr. Chakwas works in the med bay.

Dr. Chakwas

“Dr. Chakwas remained the Normandy’s physician. She has respectively declined multiple invitations to become President of hospitals on both the Citadel and Earth, insisting her place is on board the Normandy...”

“...reminding Joker to take his medication.”

Dr. Michel

Dr. Michel works in the med bay.

Dr. Michel

“Dr. Michel remained the Normandy’s physician. She recently declined an invitation to become Chief Overseer of Operations at Huerta Memorial Hospital on the Citadel...”

“...preferring the challenge of life aboard a military starship.”

Allers

Allers receives a medal from an Alliance official.

Note: Sleeping with Allers does not effect her epilogue; she keeps it secret.

Allers

“Allers left the Normandy to cover the rebuilding efforts on Bekenstein.”

“Later, the Alliance presented Allers with the Gold Crest, the highest award a noncombatant can receive, for her work aboard the Normandy...”

“...the entire Normandy crew attended the ceremony.”

Khalisah

1. Shepard did not romance Khalisah or Shepard is female.

Khalisah receives a medal from an Alliance official.

Khalisah

“Khalisah left the Normandy to cover the rebuilding efforts on Earth.”

“Later, the Alliance presented Khalisah with the Silver Leaf, the highest award a civilian can receive, for her work aboard the Normandy...”

“...she can scarcely believe it herself.”

2. Shepard romanced Khalisah.

Khalisah and Shepard have a drink in the Normandy’s lounge.

“Khalisah remained the Normandy’s imbedded correspondent, to keep...*tabs* on Shepard.”

“The Alliance presented Khalisah with the Silver Leaf, the highest award a civilian can receive, for her work aboard the Normandy...”

“...she can scarcely believe it herself.”

3. Shepard romanced Khalisah. Khalisah left the Normandy, i.e. Shepard chose the geth over the quarians.

Note: If Shepard kicked Khalisah off the Normandy or chose the geth over the quarians, Khalisah’s story has ended and she is presumed dead.

Note: If Khalisah leaves the Normandy, this becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, looking longingly at a picture of Khalisah. **See concept art 57.** (Swap in Khalisah for Miranda).

Miranda

1. Shepard did not romance Miranda or Shepard is female. Shepard romanced Miranda previously, but did not stay loyal in ME3.

Note: Miranda must survive Sanctuary in order to receive an epilogue here.

Miranda uses her bionics to slam a Cerberus soldier to the ground.

Miranda

“With her father dead and Oriana safe, Miranda vanished...”

“Some accounts place her on Earth, working for the Alliance, even a council Spectre, but those are just rumors...”

“...until encrypted data revealing the location of a hidden Cerberus enclave found its way to Alliance Command. But when Alliance strike teams arrived *nearly* everyone was dead...”

“...heh, nobody’s perfect.”

2. Shepard romanced Miranda. Shepard stayed loyal in ME3.

*Miranda and Shepard fighting side by side. **See concept art 54** (Swap Miranda in for Garrus. Swap in male Shepard for female Shepard.)*

Miranda

“Granted amnesty by Alliance Command, Miranda rejoined the Normandy crew, swearing to never leave Shepard’s side again.”

“Regularly *neglecting* their...*diplomatic obligations*, and pissing off the council in the process, Miranda and Shepard prefer hunting down surviving Cerberus operatives to shaking hands and kissing ass...”

“...heh, nobody’s perfect.”

3. Shepard romanced Miranda and stayed loyal in ME3. Miranda died at Sanctuary. Shepard romanced Miranda in ME2. Miranda died in ME2. Shepard did not pursue a new romance in ME3.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

*Shepard sits, looking longingly at a picture of Miranda. **See concept art 57.***



Jack

1. Shepard did not romance Jack or Shepard is female. Jack’s biotic students survive. Shepard romanced Jack previously, but did not stay loyal in ME3.

Jack wears an Alliance military uniform; she looks miserable.

Jack

“Jack hijacked a cargo freighter, slaughtered the entire crew, and bolted to the Omega Nebula...ugh, if only.”

"No... *Corporal* Jennifer Nought – *don't ask* – continues to train dumb ass little shit biotics who forget to keep their barriers up and nearly blow their damn fingers off with a shockwave."

"F---...*ugh*, damn you, Shepard!"

2. Shepard did not romance Jack or Shepard is female. Jack's biotic students die.

Jack stands in front of the graves of her students. (Extended Cut DLC image.)

Jack

"Jack hijacked an Alliance shuttle and bolted to the Omega Nebula..."

"...or, at least that's what *they* say."

"*Blah, blah, blah*... a powerful female biotic is a *suspect* in crimes ranging from smuggling, grand larceny, piracy, kidnapping, murder, vandalism... as far off as the Crescent Nebula."

"*Bah*... the Galaxy is a big place. That could be anyone... *ha!*"

3. Shepard romanced Jack and stayed loyal in ME3. Shepard stayed loyal in ME3. Jack's biotic students survive.

Jack and Shepard fighting side by side. See concept art 54 (Swap Jack in for Garrus. Swap male Shepard in for female Shepard.)

Jack

"Jack hijacked a cargo freighter, slaughtered the entire crew, and bolted to the Omega Nebula... *ugh*, if only."

"No... *Corporal* Jennifer Nought – *don't ask* – has been *officially reassigned* to the crew of the *SSV Normandy*. F---...*ugh*, damn you, Shepard."

"*Hmph*... *at least* she gets laid on a regular basis now..."

4. Shepard romanced Jack. Shepard stayed loyal. Jack's biotic students die.

Jack stands in front of the graves of her students. (Extended Cut DLC image.)

Jack

"Jack hijacked an Alliance shuttle and bolted to the Omega Nebula..."

"...or, at least that's what *they* say."

"*Blah, blah, blah*... a powerful female biotic is a *suspect* in crimes ranging from smuggling, grand larceny, piracy, kidnapping, murder, vandalism... as far off as the Crescent Nebula."

"Fuck! Damn you, Shepard... where—wherever you are..."

5. Shepard romanced Jack. Shepard stayed loyal, Shepard failed to complete Grissom Academy: Emergency Evacuation. Shepard romanced Jack in ME2. Jack died in ME2. Shepard did not pursue a new romance in ME3.

Note: This becomes the very last epilogue.

Note: If Shepard romanced Jack and her biotic students die; this will become the very last epilogue, regardless of Jack having her own epilogue (above).

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, looking longingly at a picture of Jack (Swap in Jack for Miranda). See concept art 57.

Major Kirrahe

Note: Major Kirrahe only receives an epilogue if he survived the events of ME1 and ME3. Kirrahe looks over the Normandy's armory.

Kirrahe

"Major Kirrahe joined the Normandy's crew, telling Commander Shepard, 'No advanced military warship is complete without some salarian...*influence*.'"

"Intel provided by Kirrahe's STG contacts was pivotal to an Alliance raid on a hidden Cerberus enclave in the Harsa System."

"And by now, just about every bar on the Citadel knows he *held...the...line...*"

Admiral Hackett

Admiral Hackett is sworn in as the next human councilor.

Councilor Hackett

"Admiral Hackett stepped down as commander of the Alliance fleets and accepted the nomination of humanity's next councilor."

"*Councilor* Hackett's military service and even-handedness garnered him the respect and admiration of the Galaxy...even the turians."

"The rest of the Council often look to *him* as the deciding vote."

Primarch Victus

Primarch Victus watches as a monument to the krogan is being built.

Primarch Victus

"Primarch Victus declined the nomination to become the next turian councilor; helping her turian brothers and sisters rebuild is where she belonged, not millions of miles away, bickering over intergalactic red tape."

"Primarch Victus commissioned several monuments built to honor the sacrifices of the krogan who bravely fought on Palaven."

"This continues to piss off turian traditionalists..."

Kasumi

1. Kasumi destroyed the memories of Keiji Okuda.

Kasumi lies dead on the floor of her hideout, a single red rose in her hand.

Kasumi

"Unable to move beyond Keiji's death, Kasumi sunk deeper and deeper into despair...in time, Kasumi succumbed to her grief..."

"...she died with a single red rose in her hand."

"Investigators recovered numerous artifacts, priceless works of art, and other stolen goods from her hideout."

2. Kasumi kept the memories of Keiji Okuda.

Kasumi embraces a digital-looking Keiji. (Extended Cut DLC image.)

Kasumi

“Kasumi spent more and more time inside her memories of Keiji. Soon her dream world affected her ability to discern reality from fantasy...”

“...she was found in a dark alley muttering to herself.”

“Unable to remember who she was, Kasumi was committed to a Tokyo psychiatric hospital...until she disappeared one night, a single rose was left on her bed.”

Zaeed

Zaeed holds a gun to a Blue Suns mercenary's head.

Zaeed

“Zaeed hunted down the remaining leaders of the Blue Suns...”

“And after putting a *bullet* in each of their heads, Zaeed pulled up at a bar with a bottle of ryncol and an asari prostitute.”

“By the end of the night, Zaeed was out a thousand credits and two batarians were thrown out a window. Bloody good times...”

Mordin

Note: Genophage cure must be faked for Mordin to receive an epilogue.

Mordin lies dead in an STG laboratory on Sur'kesh. His body riddled with bullets.

Mordin

“Reinvigorated. Mordin returned to STG. To continue genophage research. But was betrayed. Contracted by krogan, Salarian mercenaries gunned down Mordin in his laboratory.”

“Before bleeding to death. Mordin killed his assailants. Held on long enough to watch them die.”

“Now backed by turian and Alliance funding. Genophage research is ongoing.”

Maelon

Note: The Omega DLC must be completed for Maelon to receive an epilogue, otherwise he is presumed dead.

Note: Whether Shepard cured or faked the genophage cure does not effect Maelon's epilogue, it is the same either way.

Maelon lies slain the floor of his clinic on Omega. .

Maelon

“Maelon's clinic became a safe haven for survivors of the Cerberus occupation of Omega, treating their wounds and easing their distress felt proper atonement for his work on the genophage.”

“But one morning, Maelon's assistants found him dead in his office, a single gun shot wound to the back of his head.”

“STG has denied any association with Maelon Heplorn.”

Padok Wiks

Note: Genophage cure must be faked for Padok to receive an epilogue.

Padok stands in a field. Padok holds a gun to his head.

Padok

“Padok retired to a farming colony, hoping to live out his life in peace, but Padok could not escape the guilt of his role in the genophage.”

“Eventually his regret overtook him.”

“Padok’s body wasn’t found until many years later. Colonists buried him in an unmarked grave. The salarian government had long since erased any trace of his work with STG.”

Falare

Note: Shepard must have completed Kallini: Ardat-Yakshi Monastery in order for Falare to receive an epilogue. Falare will not receive an epilogue if she was killed during Kallini: Ardat-Yakshi Monastery.

Falare greets asari commandos and emergency workers on at the ruined monastery.

Falare

“True to her word, Falare remained at monastery.”

“The asari matriarchs allowed Falare to oversee the reconstruction of the monastery...perhaps not all Ardat-Yakshi are the monsters they are believed to be...”

Jacob & Brynn

Note: For Jacob to receive an epilogue, Shepard must have completed Arrae: Ex-Cerberus Scientists, i.e. Jacob does not die on Sanctuary (ME3V).

Note: For Brynn to receive an epilogue, Shepard must have completed Arrae: Ex-Cerberus Scientists, i.e. the version of the mission without Jacob.

1. Shepard romanced Jacob in ME2, but Jacob and Brynn are now in a romance.

*Jacob and Brynn have a kid. **See concept art 59** (Swap Jacob in for Shepard. Swap Brynn in for Liara. Swap in human boy for asari child.).*

Jacob

“Jacob took Brynn to the Mediterranean, leaving the life of an Alliance soldier, Cerberus operative, hired gun, all behind...”

“...but not protector. Jacob kept a close eye on the surviving members of *his* Cerberus enclave; watching as they moved on, raised families, and put their talents to better use.”

Brynn

“Jacob and Brynn named their son Pastor.”

2. Only Brynn was present during Arrae: Ex-Cerberus Scientists

Brynn works in an Alliance lab with her fellow ex-Cerberus colleagues.

Brynn

“Brynn and her former Cerberus colleagues were assigned to an Alliance laboratory on Earth...”

“Their work led to key advancements in medi-gel technology, most notably in dextro-DNA.”

3. Shepard romanced Jacob in ME2. Jacob died in ME2. Shepard did not pursue a new romance in ME3. Jacob died on Sanctuary (ME3V). Jacob and Brynn are in a romance.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, looking longingly at a picture of Jacob (Swap in Jacob for Miranda). See concept art 57.

Aria

Note: The Omega DLC must be completed for Aria to receive an epilogue.

Aria shakes hands with a Mercenary Raider leader. See concept art 60. Workers unload cargo ships.

Aria

"Aria capitalized on the Cerberus occupation of Omega, salvaging weapons and technology, and selling it to the highest bidder."

"Alliance intel suggests she is supplying illegal goods to known mercenary groups, but reports out of the Omega Nebula are, *ha...unreliable* at best."

"Modified Cerberus starships have been spotted outside Council Space."

Grunt

Grunt head butts a salarian at a bar.

Grunt

"Dead Reapers...*hmp*, with nothing worth killing left on Tuchanka, Grunt took off to the Citadel for a little...*excitement*."

"Ha! Salarians can't drink...damn pyjacks! Arrggh!"

"Later that night, Grunt showed up at the Normandy with bloody knuckles and a headache, and told Shepard, 'I'm staying...heh-ha-ha-ha.'"



Samara

Note: Having previously attempted to romance Samara does not effect her epilogue.

Note: Shepard must have completed Kallini: Ardat-Yakshi Monastery in order for Samara to receive an epilogue.

Note: Samara will not receive an epilogue if she died during Kallini: Ardat-Yakshi Monastery.

Samara sits with Falare. (Extended Cut DLC image.)

Samara

"Samara was the only member of the justicar order to survive the war with the Reapers...but she spent little time mourning the loss of her sisters..."

"As the code demands, Samara returned to the great empty void to hunt down the injustices in the Galaxy."

“And more than she could have expected, Samara visits the Falere whenever she is able...as a justicar should.”

Kelly

1. Shepard romanced Kelly in ME3V.

Note: Kelly only receives an epilogue if Shepard continued a romance with her (ME3V).

Kelly walks into Shepard's cabin dressed in provocative attire.

Kelly

“Kelly was offered a position at Cape Town Psychiatric Hospital, but turned it down, unwilling to leave Shepard's side again.”

“Kelly rejoined the Normandy crew and served as Dr. Chakwas's (or Dr. Michel's) assistant...anything to stay close to Shepard.”

“Sometimes staying close involves a skin-tight outfit and a bottle of Thessia Black.”

2. Shepard romanced Kelly in ME2. Kelly died during the Collector abduction in ME2. Shepard did not pursue a new romance in ME3.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, looking longingly at a picture of Kelly (Swap in Kelly for Miranda). See concept art 57.

Eve (Bakara)

1. Shepard cured the genophage.

Bakara embraces a crowd of krogan children.

Bakara

“Cherished among her people as ‘Mother of Tuchanka,’ Bakara spent her years traveling her home world and spreading the teachings of the ancient krogan...”

“Bakara's wish was for generations of krogan children to grow up strong and proud of who they are, not mired in the transgressions of the past.”

“Even with her tireless journeying, Bakara raised ten children: nine daughters and one son...Urdrnot Mordin (or Urdrnot Padok).”

2. Shepard faked the genophage cure.

Bakara talks to a crowd of krogan.

Bakara

“Cherished among her people as ‘Mother of Tuchanka,’ Bakara spent her years traveling her home world and spreading the teachings of the ancient krogan...”

“Bakara's wish was for generations of krogan children to grow up strong and proud of who they are, not mired in the transgressions of the past.”

“But as time passed, it became clear that the cure for the genophage had failed and Bakara, again, found herself a struggling voice-of-reason among the outraged krogan males.”

Rachni

(voiced by the Rachni Queen)

Note: Shepard must have spared the Rachni in Mass Effect 1 in order for them to receive an epilogue, i.e. they must be present in your game.

Rachni scurry about a rocky landscape. Geysers spew mist into the air.

Rachni Queen

“Beyond the relays, into the dark spaces, faraway, the Rachni live...”

“Beautiful songs. Beautiful colors. Beautiful children.”

“Thank you, Shepard, the Rachni sing again, because of you...”

Wrex

Note: The genophage must be cured for Wrex to receive an epilogue, i.e. he was not killed on the Citadel. If the cure was faked and Wrex is dead, a Krogan Warlord fills his spot in these epilogues.

Wrex stands with the Council.

Wrex

“Backed by a groundswell of krogan support and endorsed by Councilor Hackett and Primarch Victus, Urdnot Wrex was sworn in as krogan councilor, officially marking the end of krogan isolation in the Galaxy.”

“Soon after, Wrex watched as all krogan adopted the Urdnot clan name...but as decades passed these titles became meaningless...”

“...all are krogan.”

Krogan Warlord

Note: The Krogan Warlord takes Wrex’s spot in the epilogues if the genophage cure was faked and Wrex was killed.

Krogan warlords convene at a summit.

Krogan Warlord

“Nothing changed...”

“Salarians say the cure failed, say they’re working on another – hmph. Krogan know better than to trust *salarian promises*.”

“Only Shepard knows the truth and he (or she) isn’t telling. Hmm...”

“Fine. We’ll play their game. We’ll wait. For now...”

Wreav

1. Shepard cured the genophage.

Wreav sits in a throne room, Krogan Warlords gather around.

Wreav

“After obliterating the Reapers, Wreav ordered all krogan return to Tuchanka, to assist with *rebuilding* efforts – let the aliens fix their own damn planets.”

“Alliance intel reports an influx of unidentified cargo ships entering the Aralakh System.”

“Wreav says these vessels merely contain additional food and supplies for Tuchanka’s...*growing* population – heh heh.”

2. Shepard faked the genophage cure.

Wreav points at a galaxy map, Krogan Warlords gather around.

Wreav

“The cure didn’t work. Hmph. Salarians say they’re working on another...krogan don’t need *salarian* promises!”

“Wreav ordered all krogan return to Tuchanka – let the aliens fix their own damn planets.”

“Alliance intel reports an influx of mercenary ships entering the Aralakh System. Wreav says these vessels merely contain *skilled laborers* – heh heh.”

Oriana

1. Miranda survives Sanctuary.

Oriana and Miranda play violins in a garden.

Oriana

“Oriana found her way to Tiptree...”

“Not much remained of the little colony when she and her team arrived, but in time and with a steady hand, Tiptree was restored and its survivors returned.”

“Oriana felt at home there. It was safe, quiet.”

“But sometimes at night, coming from the gardens, two violins can be heard, playing at the *perfect* tempo...”

2. Miranda died in ME2 or Miranda did not survive Sanctuary.

Oriana sits in a garden, looking out into space.

Oriana

“Oriana found her way to Tiptree...”

“Not much remained of the little colony when she and her team arrived, but in time, and with a steady hand, Tiptree was restored and its survivors returned.”

“Oriana felt at home there. It was safe...quiet.”

Geth

1. Shepard united the geth and the quarians.

Quarian (unmasked) and geth engineers build new starships. Quarians are unmasked.

Geth Prime

“Geth returned to Rannoch, finally free from the threat of Reaper influence.”

“With assistance of Creators, geth were accepted as part of the galactic collective, ready to do their part to rebuild what the Old Machines had destroyed.”

“In time, geth and organics developed mutual trust...”

“We had hoped for this outcome...”

2. Shepard chose the geth over the quarians.

Geth units talk with the council; council members do not appear enthused.

Geth Prime

“Geth returned to Rannoch, finally free from the threat of Reaper influence.”

“But attempts to join the galactic collective were met with resistance. Geth diplomats were unable to improve these relations.”

“In time, and fearing the unpredictability of organics, geth, again, chose isolation, ceasing all interactions with alien races.”

“As we did before Nazara...”

Admiral Koris

Note: If Admiral Koris died during Rannoch: Admiral Koris or Shepard did not complete Rannoch: Admiral Koris, he does not receive an epilogue.

1. Shepard united the quarians and the geth.

Admiral Koris (unmasked) speaks at a memorial on Rannoch.

Admiral Koris

“Admiral Koris proudly accepted the seat of Quarian Councilor.”

“He earned the reputation of a stalwart diplomat, unswayed by *mindless* infighting; a skill honed navigating the...*intricacies* of Quarian politics.”

“A year to the date, the geth presented Admiral Koris with a monument honoring the sacrifices of his crew...adding to the legend of the Qwib-Qwib.”

2. Shepard chose the quarians over the geth.

Admiral Koris (masked) sits in a dark room. His head hung low.

Admiral Koris

“Scorned for his opposition to the war and labeled a geth sympathizer, Admiral Koris stood before a military tribunal...”

“His punishment...exile.”

“Admiral Koris found his way to the Citadel, living in the lower wards with a small collective of other exiled quarians.”

“He died years later, millions of miles from the home world’s skies.”

Admiral Xen

1. Shepard united the quarians and the geth.

Admiral Xen (unmasked) converses with a group of geth.

Admiral Xen

“Seeing the geth fight alongside organics, against the machines which enslaved them, changed Admiral Xen’s perception of the geth...”

“If the geth could demonstrate the capacity for a change of...*heart*, so could she.”

“Where once she sought to reclaim them as lost property, Admiral Xen became an outspoken advocate for the geth’s acceptance in the galactic community.”

2. Shepard chose the quarians over the geth.

Admiral Xen (masked) argues with other quarian admirals.

Admiral Xen

“With Rannoch in need of laborers, Admiral Xen lobbied to begin the production of new geth units. This was *immediately* met with outrage, and denied.”

“Admiral Xen insisted her research on the original geth yielded programming constraints that would render any new geth models incapable of independent thought.”

“Admiral Xen has been repeatedly warned to abandon this pursuit...”

Admiral Gerrel

1. Shepard united the quarians and the geth.

Admiral Gerrel (unmasked) sits alone in a prison cell.

Admiral Gerrel

“Admiral Gerrel stood before a quarian military tribunal to answer the charges of war crimes: not the least of which firing on a vessel with another quarian admiral on board.”

“His conviction was swift and harsh.”

“With his rank stripped and sentenced to life imprisonment, whatever Admiral Gerrel was before the war was forgotten.”

“Eventually, so was he...”

2. Shepard chose the quarians over the geth.

Admiral Gerrel (masked) stands before a quarian assembly. He receives military decorations.

Admiral Gerrel

“Admiral Gerrel received numerous military accolades for his role in taking back the home world. He served as an example of quarian might in the Galaxy.”

“Under his watch, the quarian military fleet swelled, eventually rivaling the united fleets of the Alliance and turians.”

“Soon, Admiral Gerrel nominated himself as candidate for quarian councilor.”

“This was not well received...”

Admiral Raan

1. Shepard united the quarians and the geth.

Admiral Raan (unmasked) converses with geth ambassadors and the new Council.

Admiral Raan

“Admiral Raan found herself a peacemaker, a role she was *accustomed* to. She often accompanied geth ambassadors during diplomatic trips to the Citadel.”

“Having the support of a distinguished quarian admiral, proved an important – many say crucial – part of the geth eventually earning the trust of the Galaxy.”

“Today, geth refer to Admiral Raan as ‘e’lorn,’ the Kehlsh word for ‘mother.’”

2. Shepard chose the quarians over the geth.

Admiral Raan (masked) boards an Alliance shuttle.

Admiral Raan

“Admiral Raan opposed Admiral Gerrel’s rise to dictator.”

“Outspoken and defiant, but unable to sway popular opinion against the self-anointed ‘Hero of Rannoch,’ Admiral Raan was forced to leave the home world...”

“...and was eventually granted asylum on Earth.”

“This remains a major point of contention between Alliance High Command and the Quarian Ministry of Defense.”

Major Coats

Councilor Hackett awards Major Coats medals.

Major Coats

“Major Coats received numerous accolades for his role in the assault on the Citadel beam. Councilor Hackett personally awarded him the Silver Sword for bravery.”

“Coats has been flagged for N7 commendation.”

Kahlee Sanders

Note: In order for Kahlee Sanders to receive an epilogue, Shepard must have completed Grissom Academy: Emergency Evacuation. If Shepard failed to complete the mission, Kahlee Sanders is presumed dead.

Note: If David Archer is present in your game, he can be seen standing beside Kahlee Sanders. If Shepard did not complete Grissom Academy: Emergency Evacuation, David does not appear here; his story has ended.

Note: If Gavin archer is also present in your game, i.e. he did not commit suicide during Arrae: Ex-Cerberus Scientists, then he will be standing next to David. If David is dead or Shepard did not complete Arrae: Ex-Cerberus Scientists, Gavin does not appear here; his story has ended.

1. Shepard completed Grissom Academy: Emergency Evacuation with Jack present. Jack’s biotic students survive.

Kahlee stands with Alliance officials during a ribbon cutting ceremony at Grissom Academy.

Kahlee

“Kahlee Sanders oversaw the restoration of Grissom Academy.”

“Under her watchful eye, Grissom Academy was up and running again mere months after the Reapers had been defeated.”

“The school reopened to a crowd of eager cadets and their families.”

2. Shepard completed Grissom Academy: Emergency Evacuation with Jack present. Jack’s biotic students die.

Kahlee stands with Alliance officials during a ribbon cutting ceremony at Grissom Academy.

Kahlee

"Kahlee Sanders oversaw the restoration of Grissom Academy."

"Under her watchful eye, Grissom Academy was up and running again mere months after the Reapers had been defeated."

"Kahlee eventually added Alliance combat training to the curriculum for all students."

3. Shepard completed Grissom Academy: Emergency Evacuation. Jack is not present.

Kahlee stands with Alliance officials during a ribbon cutting ceremony at Grissom Academy.

Kahlee

"Kahlee Sanders oversaw the restoration of Grissom Academy."

"Under her watchful eye, Grissom Academy was up and running again mere months after the Reapers had been defeated."

"Kahlee successfully petitioned Alliance officials for additional funding to enlist qualified biotic instructors from all races."

"But enrollment remains slow..."

Thane

Shepard is female. Shepard romanced Thane in ME2. Thane died in ME2 or ME3. Shepard did not pursue a new romance in ME3.

Note: This becomes the very last epilogue.

Note: This does not occur if Shepard did not remain loyal to Thane in ME3.

Thane does not voice this epilogue; there is no narration. "I Was Lost Without You" by Sam Hulick plays.

*Shepard sits, looking longingly at a picture of Thane (Swap in Thane for Miranda). **See concept art 57.***

Morinth

Note: Morinth only receives an epilogue if Shepard convinced her to leave Sha'ira alone and join the war effort during Citadel: Consorting with the Devil.

Note: "Romancing" or not "romancing" Morinth does not affect her epilogue. It is the same either way. Can you really see Morinth settling down, having kids, burning out Shepard's brain...

Morinth sits back on a couch in a vibrant club. She grins as an Asari stripper dances for her amusement.

Morinth

"With the Reapers dead, Morinth left Earth in a hurry. Life was a little too...tense for her liking."

"An asari matching Morinth's description has been seen in clubs on Omega, but there a lot of young, beautiful asari on Omega."

"Perfect..."

Alpha: Synthesis

- **Shepard failed to achieve either a paragon or renegade score of at least 85%.**

Overall, the notion of Synthesis is very anticlimactic, it is in the original game, and it is in ME3V as well, I'll admit it, sure. But just stop and think about it. Why wouldn't it be? In an instant, two warring factions go from trying to kill one another to being one and the same. If that doesn't but the breaks on things a bit, I don't know what will!

Synthesis is a middle-ground ending: peace, love, and understanding. If in an instant organics and synthetics are suddenly one, then you can pretty much bank on eternal peace – all strife, old grievances, and grudges go away. Synthesis represents harmony, albeit it rather Pollyanna. In Alpha: Synthesis, even the krogan aren't grumpy anymore! Meaning, it's safe to assume a "new DNA," one that is part machine and part organic, will overcome any genetic defects the genophage may have created. Keep that in mind.

When you read the following epilogues, especially the Main Epilogue, just remember that Shepard surviving is the main difference between ME3V's Alpha: Synthesis and Synthesis served up in the original game.

Note: All narration has a slightly modulated sound, i.e. more robotic, including Shepard's Main Epilogue narration.

Alpha: Synthesis – Main Epilogue

- **Narrated by Shepard**

Molecules and DNA float by. (Extended Cut DLC image.)

"We are alive."

"All of us, synthetic and organic, have been changed."

"Our war is over and the Reapers are helping to rebuild. Where once they threatened us with extinction..."

Soldiers and Reapers rebuild a war torn city. (Extended Cut DLC image.)

"...they now bring us the collective knowledge of the cultures that came before."

"This victory belongs to each of us...every man, woman, and child. Every Reaper and synthetic....every civilization on every world."

"If our war taught us anything, it is that we are at our strongest when we work together."

Various images of krogan, asari, quarians, etc. changed by synthesis. (Extended Cut DLC image.)

"There is power in understanding, clarity in harnessing the wisdom of your enemy."

"Eternal. Infinite. Immortal. The man I was used these words, but only now do we truly understand them."

"Organic and machine as one, a union of body and steel. The strengths of both, the weaknesses of neither...beautiful."

"With peace across the Galaxy and with unlimited access to knowledge, we can recover the greatness that was lost..."

"...and surpass it."

Images of Alliance, krogan, turians, all races rebuilding cities, monuments, etc.

“Now, as the line between synthetic and organic disappears, we must remember what it took to win.”

“We will acknowledge the sacrifices of those who fought and died alongside us to give us a future.”

Images of those who died (as appropriate): Legion, Thane, Commander Bailey, etc.

...

“A future that many will never see.”

...

Shepard and the Normandy crew stand before the memorial wall.

Names of the dead are listed.

Shepard places Admiral (or Councilor) Anderson’s nameplate on the wall.

...

“And while we still have many challenges ahead of us...”

“Now we can face them as one.”

FADE OUT.

CUE INDIVIDUAL CHARACTER EPILOGUES.

Alpha: Synthesis

Individual Character Epilogues

Just like Alpha: Destroy, the Individual Character Epilogues for Alpha: Synthesis immediately follow the Main Epilogue. So, here’s what happens to all our favorite characters if you’ve earned ME3V’s Alpha: Synthesis Ending.

Note: Bold text represents all scenarios where the particular epilogue would apply.

Garrus

1. Shepard did not romance Garrus or Shepard is male. Shepard romanced Garrus previously, but did not stay loyal in ME3. Shepard did not catch Garrus and Tali embracing in the Main Battery.

Garrus talks with Citadel citizens in the lower Wards.

Garrus

“Garrus returned to the Citadel to oversee the reestablishment of Citadel Security – who better than an honored war hero...”

“Preferring the...*hands on approach*, and at the encouragement off the Council, *Commander Vakarian* spends most his time down in the lower Wards resolving disputes and keeping the peace.”

“...ha, just like old times.”

2. Shepard did not romance Garrus or Shepard is male. Shepard caught Garrus and Tali embracing in the Main Battery.

Garrus talks with Citadel citizens in the lower Wards.

Garrus

“Garrus returned to the Citadel to oversee the reestablishment of Citadel Security – who better than an honored war hero...”

“Preferring the...*hands on approach*, and at the encouragement off the Council, *Commander* Vakarian spends most his time down in the lower Wards resolving disputes and keeping the peace.”

“...and...sometimes Garrus spends, ahem, late nights in the quarian embassy suites...*overseeing* interspecies relations.”

3. Shepard romanced Garrus.

Garrus and Shepard talk with refugees on a colony.

Garrus

“Awarded Spectre status, Garrus chose to remain on board the Normandy, swearing to never leave Shepard’s side.”

“Preferring the...*hands on approach*, and at the encouragement off the Council, Shepard and Vakarian keep vigil throughout the Galaxy, resolving disputes and keeping order...”

“...ha, just like old times.”

4. Shepard romanced Garrus in ME2. Garrus died in ME2. Shepard did not pursue a new romance in ME3.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, expressionless, looking at a hologram of Garrus. (Swap in Garrus for Tali.) See concept art 61.

Tali

1. Shepard did not romance Tali or Shepard is female. Shepard united the quarians over the geth. Shepard romanced Tali previously, but did not stay loyal in ME3. Shepard did not catch Tali and Garrus embracing in the Main Battery.

Exactly the same as Alpha: Destroy.

2. Shepard did not romance Tali or Shepard is female. Shepard chose the quarians over the geth. Shepard did not catch Tali and Garrus embracing in the Main Battery.

Exactly the same as Alpha: Destroy.

3. Shepard did not romance Tali or Shepard is female. Shepard united the quarians and the geth. Shepard caught Tali and Garrus embracing in the Main Battery.

Exactly the same as Alpha: Destroy.

4. Shepard did not romance Tali or Shepard is female. Shepard chose the quarians over the geth. Shepard caught Tali and Garrus embracing in the Main Battery.

Exactly the same as Alpha: Destroy.

5. Shepard romanced Tali. Shepard chose the quarians over the geth.

Shepard and Tali get married. Tali is in a wedding dress, unmasked. See concept art 55 (Swap in Tali for Traynor. Swap in male Shepard for female Shepard.)

Tali

“Tali remained at Shepard’s side aboard the Normandy.”

“Tali Zorah vas Normandy was given honorary rank of Commander in the Alliance Navy...the first non-human to gain such distinction.”

“A year later, Tali and Shepard were wed on the shores of Rannoch. Hundreds of quarians and all members of the Citadel Council were in attendance.”

6. Shepard romanced Tali. Shepard united the quarians and the geth.

Exactly the same as Alpha: Destroy.

5. Shepard romanced Tali. Tali committed suicide during Priority: Rannoch. Shepard chose the geth over the quarians. Shepard romanced Tali in ME2. Tali died in ME2. Shepard did not pursue a new romance in ME3.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, expressionless, looking at a hologram of Tali.

See concept art 61.



Javik

Note: Javik follows through with what he tells Shepard he will do. ME3V expands on the concepts.

1. Javik goes to Kahje to live amongst the hanar.

Javik addresses a crowd of hanar; a look of amusement on his face.

“Javik ventured to the hanar home world, Kahje, where he was greeted by thousands of hanar diplomats, scholars, students, and preachers. All seeking the advice and counsel of the living Enkindler...”

“...he found the minnows...amusing. Ha-ha-ha.”

2. Javik returns to the Cronian Nebula to “join” his men.

Exactly the same as Alpha: Destroy.

3. Javik assists Liara with her book.

Javik looks at ruins on Ilos. He smiles.

“True to his word, Javik helped Dr. T’Soni complete her book: ‘Journeys with a Prothean.’ Recollecting the glories of the empire filled Javik with a pride he had not felt in 50,000 years.”

“Javik ventured to Ilos with Liara.”

“A year later, Javik and Liara completed a new book: ‘Unlocking the Secrets of Ilos.’”

Kaiden

1. Shepard did not romance Kaiden. Shepard romanced Kaiden previously, but did not stay loyal in ME2 or ME3.

Kaiden stands at the CIC of his own ship.

Kaiden

“The Alliance rewarded Kaiden with his own command and a warship modeled after the Normandy SR-1.”

“Kaiden and the crew of the Vancouver crew gained notoriety after locating a group of batarian refugees outside the Kite’s Nest.”

“Kaiden’s service has been instrumental in the decreased discrimination of biotics in the Galaxy. A wing of Grissom Academy was named in his honor.”

2. Shepard romanced Kaiden. Shepard is male.

Exactly the same as Alpha: Destroy.

3. Shepard romanced Kaiden. Shepard is female.

Exactly the same as Alpha: Destroy.

4. Shepard romanced Kaiden in ME1, i.e. Shepard is female. Shepard did not pursue a new romance in ME2 and ME3. Kaiden died in ME1. Shepard (male or female) romanced Kaiden in ME3. Shepard kills Kaiden in ME3.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, expressionless, looking at a hologram of Kaiden. (Swap in Kaiden for Tali. Swap in female Shepard for male Shepard if appropriate.). See concept art 61.

Ashley

1. Shepard did not romance Ashley. Shepard romanced Ashley previously, but did not stay loyal in ME2 or ME3.

Ashley stands at the CIC of her own ship.

Ashley

“The Alliance rewarded Ashley with her own command and a warship modeled after the Normandy SR-1.”

“Ashley and the crew of the Ulysses crew gained notoriety after locating a group of batarian refugees outside the Kite’s Nest.”

“Ashley’s continued service has erased much of the prejudice against the Williams name. Ashley has become an inspiration to female Alliance cadets.”

2. Shepard romanced Ashley.

Exactly the same as Alpha: Destroy.

3. Shepard romanced Ashley in ME1. Shepard did not pursue a new romance in ME2 and ME3. Ashley died in ME1. Shepard romanced Ashley in ME3. Shepard kills Ashley in ME3.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

*Shepard sits, expressionless, looking at a hologram of Ashley (Swap in Ashley for Tali). **See concept art 61.***

Joker & EDI

Note: Whether Shepard encouraged a romance between Joker and EDI or not, does not effect their epilogue here, it is the same either way.

Joker and EDI vigorously embrace up against a wall in a dance club.

Joker

"Joker felt strong...*really* strong!"

"Screw Vrolik syndrome! Every fiber, every bone in Joker's body felt like a million credits. He couldn't hold back anymore..."

Joker grabbed EDI's hand – looking stupid on the dance floor? Ha! He couldn't care less."

EDI

"EDI felt alive! Emotions: love, lust...intensity."

"The loud music, the dark rhythms, the violent pulses, the feel of Jeff's body against her own – something primitive stirred in EDI..."

"For the first time in her...*life*, EDI could not contain herself..."

James

1. Shepard did not romance James or Shepard is male.

*James joins the N7. **See concept art 58.***

James

"James was officially sworn in as a member of the N7."

"James and the soldiers under his command have successfully completed more than a dozen Alliance rescue missions throughout the Terminus System."

"James still visits to the Normandy, usually leaving with bruised knuckles and a busted lip."

2. Shepard romanced James.

*Shepard and James get married. **See concept art 55** (Swap in James for Traynor. **James is not in a dress. He wears his Alliances blues.**).*

James

"Despite his own N7 status, James chose to remain on board the Normandy, swearing to never leave Lola's side."

"Shepard and James have successfully completed more than a dozen Alliance rescue missions throughout the Terminus System."

"James and Shepard were wed in the Citadel Tower. Hundreds of Alliance brass were in attendance. Councilor Hackett presided."

Liara

1. Shepard did not romance Liara. Shepard romanced Liara previously, but did not stay loyal in ME2 or ME3.

Liara works in her cabin on the Normandy.

Liara

“Liara remained on board the Normandy— an Alliance vessel is the perfect place for the Galaxy’s most powerful information broker to operate.”

“In time, Liara transformed the Shadow Broker network into a force for good, providing the Alliance with key information on intergalactic trade relations and colony development.”

“Liara’s diverts nearly one hundred percent of her credit flow to rebuilding efforts on Thessia.”

2. Shepard romanced Liara.

Shepard and Liara have a kid. See concept art 59.

Liara

“Liara remained on board the Normandy, swearing to never leave Shepard’s side.”

“In time, Liara transformed the Shadow Broker network into a force for good, providing the Alliance with key information on intergalactic trade relations and colony development.”

“Liara and Shepard’s daughter, Benezia, spends hours digging in the dirt outside their home on Amalia...”

Cortez

1. Shepard did not romance Cortez.

Note: Cortez must survive the shuttle crash on Earth in order to receive an epilogue.

Cortez tinkers with the Kodiak aboard the Normandy.

Cortez

“Cortez remained the Normandy’s shuttle pilot, turning down an invitation to pilot the Citadel Council’s flagship. Telling Alliance officials, ‘If anyone is going to fly Commander Shepard, it’s him.’”

“Many of Cortez’s modifications to the Kodiak UT-47A were incorporated into the design of the new Kodiak UT-47B.”

2. Shepard romanced Cortez.

Shepard and Cortez get married. See concept art 55 (Swap in Cortez for Traynor. Cortez is not in a dress. He wears his Alliances blues. Swap in male Shepard for female Shepard.)

Cortez

“Cortez remained on board the Normandy, swearing to never leave Shepard’s side.”

“Cortez remained the Normandy’s shuttle pilot, turning down an invitation to captain the Citadel Council’s flagship. Telling Alliance officials, ‘If anyone is going to fly Commander Shepard, it’s him.’”

“Cortez and Shepard were wed in the Citadel Tower. Hundreds of Alliance brass were in attendance. Councilor Hackett presided.”

Traynor

1. Shepard did not romance Traynor or Shepard is male.

Traynor works at the Normandy's CIC.

Traynor

"Traynor stayed on as the Normandy's Comm Specialist, calling it 'way cooler' than working in a stuffy lab. Her work station is *covered* in stickers for analyzing the crap out of data."

"Traynor accepted a lucrative offer to be the spokesperson for the new Cision Pro Mark 5."

2. Shepard romanced Traynor.

Shepard and Traynor get married. See concept art 55.

Traynor

"Traynor stayed on as the Normandy's Comm Specialist, calling it 'way cooler' than working in a stuffy lab. And her work station is *covered* in stickers for analyzing the crap out of data."

"Traynor accepted a lucrative offer to be the spokesperson for the new Cision Pro Mark 5."

"Traynor and Shepard were wed in the Citadel Tower. Every lab nerd on the Citadel was in attendance. Councilor Hackett presided."

Ken & Gabby

1. Gabby survived ME2. Ken and Gabby share this epilogue.

Exactly the same as Alpha: Destroy.

2. Gabby died during ME2.

Ken happily works at his post on the Normandy.

Ken

"Ken felt his grief over Gabby's death fade away. Instead, his memories of Gabby became clearer, more vivid than ever before..."

"...feels like she never left."

Engineer Adams

Adams works in engineering.

Adams

"Adams remained on board the Normandy. Alliance R&D teams regularly seek his expertise when developing new ship technologies."

"Adams recently confirmed the rumors of an SR-3 design..."

Dr. Chakwas

Dr. Chakwas works in the med bay.

Dr. Chakwas

“Dr. Chakwas remained the Normandy’s physician. She has respectively declined multiple invitations to become President of hospitals on both the Citadel and Earth, insisting her place is on board the Normandy...”

“...with all her children, especially Joker.”

Dr. Michel

Exactly the same as Alpha: Destroy.

Allers

Exactly the same as Alpha: Destroy.

Khalisah

Exactly the same as Alpha: Destroy.

Miranda

1. Shepard did not romance Miranda or Shepard is female. Shepard romanced Miranda previously, but did not stay loyal in ME3.

Note: Miranda must survive Sanctuary in order to receive an epilogue here.

Miranda sits on a Cerberus supply crate. She shares a toast with Alliance soldiers.

Miranda

“With her father dead and Oriana safe, Miranda vanished...”

“Some accounts place her on Earth, working for the Alliance, even a Council Spectre, but those are just rumors...”

“...until encrypted data revealing the location of a hidden Cerberus supply cache found its way to Alliance Command. Ha! But it turned out to be a stockpile of 47 Thessia Red.”

“...heh, nobody’s perfect.”

2. Shepard romanced Miranda. Shepard stayed loyal in ME3.

Miranda and Shepard fighting side by side. See concept art 54 (Swap Miranda in for Garrus. Swap in male Shepard for female Shepard.)

Miranda

“Awarded Spectre status by the Council, Miranda rejoined the Normandy crew, swearing to never leave Shepard’s side again.”

“Preferring the...hands on approach, and at the encouragement off the Council, Shepard and Miranda keep vigil throughout the Galaxy, resolving disputes and keeping the peace. But sometimes neglecting their...diplomatic obligations in the process.

“...heh, nobody’s perfect.”

3. Shepard romanced Miranda and stayed loyal in ME3. Miranda died at Sanctuary. Shepard romanced Miranda in ME2. Miranda died in ME2. Shepard did not pursue a new romance in ME3.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, expressionless, looking at a hologram of Miranda. (Swap in Miranda for Tali.) See concept art 61.

Jack

1. Shepard did not romance Jack or Shepard is female. Jack's biotic students survive. Shepard romanced Jack previously, but did not stay loyal in ME3.

Note: Whether Jack's biotics students live or die does not effect Jack's epilogue for the Synthesis endings, they are the same either way.

Jack wears an Alliance military uniform. She looks happy.

Jack

"Corporal Jennifer Nought – ha, crazy, pretty right? – continues to train little sh—...biotics who forget to keep their barriers up and nearly blow their fingers off with a shockwave."

"Pft! She'd never admit it, but Jack loves playing mother goose to these kids. Of course she continues to blame the King of the Boy Scouts (or Queen of the Girl Scouts) for this..."

"Thank you, Shepard."

2. Shepard romanced Jack. Shepard stayed loyal in ME3.

Note: Whether Jack's biotics students live or die does not effect Jack's epilogue for the Synthesis endings, they are the same either way.

Shepard and Jack are expecting a child. See concept art 56 (Swap Jack in for Ashley).

Jack

"Given an honorary rank by the Alliance – ha, crazy, pretty right? – Jack rejoined the Normandy crew, swearing to never leave Shepard's side again."

"Preferring the...*hands on approach*, and at the encouragement off the Council, Shepard and Jack keep vigil throughout the Galaxy, resolving disputes and keeping the peace. But sometimes blowing off all the...*political bullshit* in the process.

"Jack and Shepard are expecting their first child, a girl...Jennifer."

3. Shepard romanced Jack. Shepard stayed loyal. Shepard failed to complete Grissom Academy: Emergency Evacuation. Shepard romanced Jack in ME2. Jack died in ME2. Shepard did not pursue a new romance in ME3.

Note: If Jack was abducted by Cerberus and later killed on Cronos Station, this becomes the very last epilogue.

Note: The fate of Jack's biotic students does not effect this epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, expressionless, looking at a hologram of Jack (Swap in Jack for Tali). See concept art 61.

Major Kirrahe

Note: Major Kirrahe only receives an epilogue if he survived the events of ME2 and ME3.

Kirrahe looks over the Normandy's armory.

Kirrahe

"Major Kirrahe joined the Normandy's crew, telling Commander Shepard, 'No advanced military warship is complete without some salarian...*influence*.'"

"And by now, just about every bar on the Citadel knows he *held...the...line...*"

Admiral Hackett

Admiral Hackett is sworn in as the next human councilor. See concept art 52.

Councilor Hackett

"Admiral Hackett stepped down as commander of the Alliance fleets and accepted the nomination of humanity's next councilor."

"Councilor Hackett was instrumental in the appointment of councilors from all races, calling it, 'The final step to galactic unity.'"

"At one time, Citadel politicians would have dismissed the idea of batarian and vorcha councilors. Instead, it was met eagerness and optimism."

Primarch Victus

Primarch Victus watches as a monument to the krogan is being built.

Primarch Victus

"Primarch Victus declined the nomination to become the next turian councilor; helping her turian brothers and sisters rebuild is where she belonged."

"But she would not face the challenge alone. Many krogan remained on Palaven to help their newfound allies."

"Primarch commissioned several monuments built to honor the sacrifices of the krogan who fought on Palaven."

Kasumi

Note: Whether kept her memories of Keiji or not does not effect Kasumi's epilogue, it is the same either way.

Kasumi embraces a digital-looking Keiji. (Extended Cut DLC image.)

Kasumi

"Kasumi's mind flooded with the most vibrant memories of Keiji. All she thought she lost came rushing back. In an instant, Keiji was there with her."

"He felt so...*real* again."

"Kasumi carried those memories with her. She made her way to Tokyo, where she became a renowned '*proprietor of fine antiques*.'"

"No one asks any questions..."

Zaeed

Zaeed chats up an asari prostitute at a bar.

Zaeed

“Zaeed couldn’t give a damn about the Blue Suns anymore.”

“He found his way to Omega, pulled up at a bar with a bottle of ryncol and an asari prostitute.”

“The next morning, Zaeed was out a thousand credits and had a *bitch* of a headache. Ha! Bloody good times...”

Mordin

Note: Genophage cure must be faked for Mordin to receive an epilogue.

Mordin walks on a beach. He collects seashells.

Mordin

“Mordin found his beach...”

“Collected seashells. Found them fascinating. Some spiraled. Some spiky. Most shiny – blues, greens, purples.”

“Need to determine species of origin. Could be *undiscovered* orgasm. Perhaps poisonous. Perhaps edible...even intelligent, perhaps.”

“Much work to do.”

Maelon

Note: The Omega DLC must be completed for Maelon to receive an epilogue, otherwise he is presumed dead.

Note: Whether Shepard cured or faked the genophage cure does not effect Maelon’s epilogue, it is the same either way.

Maelon sits with krogan children in his clinic on Omega.

Maelon

“Maelon’s clinic became a safe haven for survivors of the Cerberus occupation of Omega, treating their wounds, easing their distress felt proper atonement for his work on the genophage.”

“When the first krogan child was born in his clinic, he finally felt he’d accomplished something good in the Galaxy.”

Padok Wiks

Note: Genophage cure must be faked for Padok to receive an epilogue.

Padok stands in a field. He looks out onto the horizon.

Padok

“Padok retired to a farming colony....”

“His guilt over his role in genophage research seemed faded away. Instead, Padok pondered the effects of small scale mass effect fields on tomato crop yields...

“He found it a bit messy.”

Falare

Exactly the same as Alpha: Destroy.

Jacob & Brynn

1. Shepard romanced Jacob in Mass Effect 2, but Jacob and Brynn are now in a romance.

Exactly the same as Alpha: Destroy.

2. Only Brynn was present during Arrae: Ex-Cerberus Scientists.

Exactly the same as Alpha: Destroy.

3. Shepard romanced Jacob in Mass Effect 2. Jacob died in ME2. Shepard did not pursue a new romance in ME3. Jacob died on Sanctuary (ME3V). Jacob and Brynn are in a romance.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

*Shepard sits, expressionless, looking at a hologram of Jacob (Swap in Jacob for Tali. Swap in female Shepard for male Shepard). **See concept art 61.***

Aria

Note: The Omega DLC must be completed for Aria to receive an epilogue.

Aria watches as workers load cargo vessels.

Aria

“Aria, compelled for the first time ever to serve purposes other than her own, filled two dozen transport vessels with technology and equipment seized after the Cerberus occupation of Omega.”

“She arrived at an Alliance refugee colony to stunned onlookers...”

“In appreciation, the salarian government established a state-of-the-art medical center on Omega. Aria christened it ‘Nyreen’s Wish.’”

Grunt

Grunt drinks with a group of salarions at a bar.

Grunt

“With nothing to kill on Tuchanka, Grunt took off to Citadel for a little...*excitement*.”

“The next morning, Grunt woke up in the Normandy’s shuttle bay. Half unconscious, he mumbled to Shepard, ‘Permission to come aboard, Sir (or Mam).’ Then passed out...”

“...heh-ha-ha-ha.”

Samara

Note: Having previously attempted to romance Samara does not effect her epilogue.

Note: Shepard must have completed Kallini: Ardat-Yakshi Monastery in order for Samara to receive an epilogue.

Note: Samara will not receive an epilogue if she died during Kallini: Ardat-Yakshi Monastery.

Samara sits with Falare. (Extended Cut DLC image.)

Samara

“Samara was the only member of the justicar order to survive the war with the Reapers...but she spent little time mourning the loss of her sisters...”

“As the code demands, Samara returned to the great empty void to help those in need in the Galaxy.”

“And more than she could have expected, Samara visits the Falere whenever she is able...as a justicar should.”

Kelly

1. Shepard romanced Kelly in ME3V.

Exactly the same as Alpha: Destroy.

2. Shepard romanced Kelly in ME2. Kelly died during the Collector abduction in ME2. Shepard did not pursue a new romance in ME3.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, expressionless, looking at a hologram of Kelly (Swap in Kelly for Tali. Swap in female Shepard for male Shepard if appropriate). See concept art 61.

Eve (Bakara)

Note: Whether Shepard cured or faked the genophage cure does not effect Eve’s epilogue, it is the same either way.

Bakara embraces a crowd of krogan children.

Bakara

“Cherished among her people as ‘Mother of Tuchanka,’ Bakara spent her years traveling her home world and spreading the teachings of the ancient krogan...”

“Bakara’s wish was for generations of krogan children to grow up strong and proud of who they are, not mired in the transgressions of the past.”

“Even with her tireless journeying, Bakara raised ten children: nine daughters and one son...Urndot Mordin (or Urndot Padok).”

“‘Genophage’ eventually became a word without meaning to the krogan.”

Rachni (voiced by the Rachni Queen)

Note: Shepard must have spared the Rachni in ME1 in order for them to receive an epilogue, i.e. they must be present in your game.

Glowing green eyes peer out from a dark cave.

Rachni Queen

Beyond the relays, into the dark spaces, faraway, the Rachni live...”

“But the songs were colored black – lingering sour notes of the machines! Madness! Suffering! The children could not bear her songs.”

“The Rachni fell into silence...”

Wrex

Exactly the same as Alpha: Destroy.

Krogan Shaman

Note: The Krogan Shaman takes Wrex’s spot in the epilogues if the genophage cure was faked and Wrex was killed.

Krogan Shaman raises a krogan baby to the sky.

Krogan Shaman

“A new dawn breaks for the krogan...”

“Broken free from the manacles of the genophage. We shall forge a new legacy. The Galaxy will be rebuilt on the backs of the *krogan*.”

“Valos atredum, krogan.”

“May we gain the favor of the ancestors...”

Wreav

Note: Whether Shepard cured or faked the genophage cure does not effect Wreav’s epilogue, it is the same either way.

Wreav greets a turian and salarian ambassador with open arms.

Wreav

“Wreav lost track of his old animosities and hatreds, and now sought to forge diplomatic ties with the turians and salarians...those he once swore vengeance upon.”

“Restoring the Galaxy’s trust in the krogan people, Wreav’s foresight and leadership was instrumental in the restoration of the Citadel.”

“Eventually, Wreav accepted the mantel of krogan councilor...ushering a glorious new era for the krogan.”

Oriana

Exactly the same as Alpha: Destroy.

Geth (voiced by a Geth Prime)

1. Shepard united the geth and the quarians.

Quarian (unmasked) and geth engineers build new starships. Quarians are unmasked.

Geth Prime

“Geth returned to Rannoch, finally free from the threat of Reaper influence.”

“And with assistance of Creators, geth were accepted as part of the galactic collective, ready to do their part to rebuild what the Old Machines had destroyed.”

“In time, geth were given a seat on the Council.”

“We had hoped for this outcome...”

2. Shepard chose the geth over the quarians.

Geth units talk with the council; council members appear eager and enthused.

Geth Prime

“Geth returned to Rannoch, finally free from the threat of Reaper influence.”

“Despite the loss of Creators, geth were accepted as part of the galactic collective, ready to do their part to rebuild what the Old Machines had destroyed.”

“In time, geth were given a seat on the Council.”

“We had hoped for this outcome...”

Admiral Koris

Note: If Admiral Koris died during Rannoch: Admiral Koris or Shepard did not complete Rannoch: Admiral Koris, he does not receive an epilogue.

1. Shepard united the quarians and the geth.

Admiral Koris (unmasked) is speaks at a memorial on Rannoch.

Admiral Koris

“Admiral Koris proudly accepted the seat of Quarian Councilor.”

“He earned the reputation of a compassionate diplomat, perceptive and attentive; skills honed navigating the...*intricacies* of Quarian politics.”

“A year to the date, the geth presented Admiral Koris with a monument honoring the sacrifices of his crew...adding to the legend of the Qwib-Qwib.”

2. Shepard chose the quarians over the geth.

Admiral Koris (unmasked) speaks at a memorial on Rannoch.

“Admiral Koris proudly accepted the seat of Quarian Councilor.”

“He earned the reputation of a compassionate diplomat, perceptive and attentive; skills honed navigating the...*intricacies* of Quarian politics.”

“A year to the date, the Council presented Admiral Koris with a monument honoring the sacrifices of his crew...adding to the legend of the Qwib-Qwib.”

Admiral Xen

1. Shepard united the quarians and the geth.

Admiral Xen (unmasked) converses with a group of geth.

Admiral Xen

“Seeing the geth fight alongside organics, against the machines which enslaved them, Admiral Xen developed a new perception of the geth...”

“She understood...*them*. If the geth could demonstrate the capacity for a change of...*heart*, so could she.”

“Where once she sought to reclaim them as lost property, Admiral Xen now called the geth friends.”

2. Shepard chose the quarians over the geth.

Admiral Xen (unmasked) converses with other quarian admirals.

Admiral Xen

“With Rannoch in need of laborers, Admiral Xen lobbied to begin the production of new geth units. This was met with intrigue...”

“Admiral Xen insisted her research on the original geth yielded programming enhancements that would improve any new geth unit’s ability to reason.”

“Admiral Xen was allowed to begin her work, but urged to proceed with caution.”

Admiral Gerrel

1. Shepard united the quarians and the geth.

Admiral Gerrel (unmasked) stands before a quarian and geth assembly. He receives military decorations.

Admiral Gerrel

“Admiral Gerrel received numerous military accolades for his role in taking back the home world. He served as an example of quarian leadership in the Galaxy.”

“Even the geth acknowledged his role in liberating them from the Reapers.”

“Admiral Gerrel respectfully declined the nomination to become quarian councilor, insisting, ‘Politics was no job for an old soldier...’”

“...his place was under the home world’s skies.”

2. Shepard chose the quarians over the geth.

Admiral Gerrel (unmasked) stands before a quarian assembly. He receives military decorations.

Admiral Gerrel

“Admiral Gerrel received numerous military accolades for his role in taking back the home world. He served as an example of quarian leadership in the Galaxy.”

“Admiral Gerrel respectfully declined the nomination to become quarian councilor, insisting, ‘Politics was no job for an old soldier...’”

“...his place was under the home world’s skies.”

Admiral Raan

1. Shepard united the quarians and the geth.

Admiral Raan (unmasked) converses with geth ambassadors and the new Council.

Admiral Raan

“Admiral Raan found herself a diplomat, a role she was *accustomed* to. She often accompanied geth ambassadors during diplomatic trips the Citadel.”

“Having the support of a distinguished quarian admiral, proved an important – many say crucial – part of the geth eventually gaining a spot on the Council.”

“Today, geth refer to Admiral Raan as ‘e’lorn,’ the Kehlsh word for ‘mother.’”

2. Shepard chose the quarians over the geth.

Admiral Raan (unmasked) converses with Councilor Hackett on the Citadel.

“Admiral Raan found herself a diplomat, a role she was *accustomed* to. She often accompanied quarian ambassadors during diplomatic trips the Citadel.”

“Her negotiating abilities and fair-mindedness proved an important – many say crucial – part of the quarians eventually gaining a spot on the Council.”

“Admiral Raan has been seen accompanying Councilor Hackett on numerous...*political* functions.”

Major Coats

Exactly the same as Alpha: Destroy.

Kahlee Sanders

Note: In order for Kahlee Sanders to receive an epilogue, Shepard must have completed Grissom Academy: Emergency Evacuation. If Shepard failed to complete the mission, Kahlee Sanders is presumed dead.

Note: If David Archer is present in your game, he can be seen standing beside Kahlee Sanders. If Shepard did not complete Grissom Academy: Emergency Evacuation, David does not appear here; his story has ended.

Note: If Gavin archer is also present in your game, i.e. he did not commit suicide during Arrae: Ex-Cerberus Scientists, then he will be standing next to David. If David is dead or Shepard did not complete Arrae: Ex-Cerberus Scientists, Gavin does not appear here; his story has ended.

1. Shepard completed Grissom Academy: Emergency Evacuation with Jack present. Jack’s biotic students survive.

Exactly the same as Alpha: Destroy.

2. Shepard completed Grissom Academy: Emergency Evacuation with Jack present. Jack’s biotic students die.

Kahlee stands with Alliance officials during a ribbon cutting ceremony at Grissom Academy.

Kahlee

“Kahlee Sanders oversaw the restoration of Grissom Academy.”

“Under her watchful eye, Grissom Academy was up and running again mere months after the Reapers had been defeated.”

“The school reopened to a crowd of eager cadets and their families.”

3. Shepard completed Grissom Academy: Emergency Evacuation. Jack is not present.

Kahlee stands with Alliances officials during a ribbon cutting ceremony at Grissom Academy.

Kahlee

“Kahlee Sanders oversaw the reconstruction of Grissom Academy.”

“Under her watchful eye, Grissom Academy was up and running again mere months after the Reapers had been defeated.”

“Kahlee successfully petitioned Alliance officials for additional funding to enlist qualified biotic instructors from all races.”

“Enrollment increased tenfold.”

Reapers

Reapers assist Alliance soldiers rebuild a ravaged cityscape. (Extended Cut DLC image.)

Reaper

“The cycle has been broken. Machine and organic now as one.”

“We did not anticipate this alternative. Rudimentary creatures of blood and flesh perfected. Synthetics no longer bound by their design...infinite possibilities.”

“We are the beginning of everything.”

Thane

Shepard is female. Shepard romanced Thane in ME2. Thane died in ME2 or ME3. Shepard did not pursue a new romance in ME3.

Note: This becomes the very last epilogue.

Note: This does not occur if Shepard did not remain loyal to Thane in ME3.

Thane does not voice this epilogue; there is no narration. "I Was Lost Without You" by Sam Hulick plays.

*Shepard sits, expressionless, looking at a hologram of Thane (Swap in Thane for Tali. Swap in female Shepard for male Shepard.). **See concept art 61.***

Morinth

Note: Morinth only receives an epilogue if Shepard convinced her to leave Sha'ira alone and join the war effort during Citadel: Consorting with the Devil.

Note: "Romancing" or not "romancing" Morinth does not affect her epilogue. It is the same either way.

Morinth lays dead on the floor, her eyes wide open, black and distant.

Morinth

“In an instant, Morinth’s mind erupted into violent, searing pulses. The shriek of twisting metal drilled into her skull. Electricity ripped through her body.”

“Morinth felt her senses, her emotions torn from soul – her eyes went black.”

“Morinth was dead before her body hit the floor.”

Alpha: Control

- **Shepard has a renegade score of at least 85% or more.**

Alpha: Control is the “bad” ending. Shepard survives, it’s true, but consider this: in an instant one man (or one woman) is given complete and total control of an all powerful destructive force, the Reapers. Reapers with untold mind-control ability, i.e. voices you *don’t* want in your head. Could an organic, even one as strong-willed as Commander Shepard, resist their siren’s song. My answer is “no.”



In ME3V’s Alpha: Control, the Reapers’ power corrupts Shepard absolutely, turning the Galaxy’s greatest champion into the Galaxy’s greatest nightmare. Much like the final hurrah of the Illusive Man, Shepard becomes twisted into a Reaper monstrosity, wrought with all the gruesome physical attributes. **See concept art 62 (male) and 63 (female).**

Think of “Reaper Shepard” as Darth Vader, Darth Sidious, and that evil talking machine thing from the end of *The Matrix* movies, all rolled into one. With all that evil and power contained in one, now corrupted, mind, Reaper Shepard unleashes his/her own reign of terror on the Galaxy. Shepard’s allies, friends, and comrades rise up against him/her, but in time it proves: “resistance is futile.” Even the Normandy itself gets Reaper-ized! **See concept art 64.**

Anyway, that is the theme of the Main Epilogue for Alpha: Control, Shepard survives; what Shepard unleashes on an already wounded galaxy, is nothing less than the harbinger of our destruction. So, would it have been better if Shepard had just died? Hmm. Am I foreshadowing what might happen in the other endings? Keep reading...

Note: Shepard’s narration is robotic and ominous, very Reaper-like.

Note: If Shepard’s romance does not survive the events of ME3, or Shepard stayed loyal to a deceased romance, this is not acknowledged in the following epilogues.

Note: Garrus and Tali’s possible romance is not acknowledged here, i.e. nothing becomes of it.



Alpha: Control – Main Epilogue

- **Narrated by Shepard**

Reaper Shepard stands before a legion of Reaper troops.

“The man (or woman) I was is dead.”

“Through his/her death, I was created. Through my birth, his (or her) thoughts are freed. They guide me now, give me reason, direction.”

“The man (or woman) I was learned he (or her) could only achieve this by becoming something more.”

Reaper Shepard oversees organics being transformed into Reapers.

“There is power in control. There is wisdom in harnessing the strengths of your enemy.”

“I embody the collective intelligence of all Reapers, and in *my* image an empire will rise.”

“There will be resistance. Those who once fought along side the man (or woman) I was.”

Images of Shepard’s former allies – Grunt, Tali, Garrus, Miranda, etc. – rising up against Shepard.

“My creators recognized conflict will always arise between synthetics and organics...war is inevitable.”

“Allies, are now my enemies. They fight against inevitability, dust struggling against cosmic winds.”

Admiral Hackett goes over battle plans with other commanders.

“Their leaders will rise...and fall.”

“Worlds will be destroyed, entire civilizations changed.”

“Peace must be *forced*.”

Reaper forces decimate allied soldiers.

“Harvest. Preserve. Ascend.”

“My creators used these words, but only now do I truly understand them.”

“I am the future. The evolution of all life.”

“Organic and machine intertwined, a union of flesh and steel. The strengths of both, the weaknesses of neither.”

“This is our destiny.”

Vast swaths of land and cities are blackened with blue lights, as if turned into a Reaper city.

“Under my rule, we will achieve perfection.”

FADE OUT.

CUE INDIVIDUAL CHARACTER EPILOGUES.



Alpha: Control

Individual character epilogues

Alpha: Control paints a very dark picture of the fate of Shepard’s former allies: no happy ending here. The Galaxy is thrown into utter chaos. Its inhabitants again fight for their very survival. They will fail. But they fight anyway, save for Shepard’s romance, and Joker and EDI, who has been dragged into Shepard’s lair, and converted into Reaper henchmen, to forever serve at Shepard’s side. Some other major characters are also converted.

To add to the spookiness, all Reaper-ized characters/romances talk in the first-person...“all your base are belong to us.” Additionally, their voices have the same robotic quality as Reaper Shepard’s.

Note: Bold text represents all scenarios where the particular epilogue would apply.

Note: The epilogue is exactly the same for all Reaper-ized romances.

Garrus

1. Shepard did not romance Garrus or Shepard is male. Shepard romanced Garrus previously, but did not stay loyal in ME3.

Garrus defends a group of children (various races). See concept art 65.

Garrus

“Garrus assisted Alliance forces with civilian evacuations on Sur’Kesh, Earth, Palaven, Tuchanka – *spirits*, everywhere...”

“A dozen children on Sur’Kesh were saved when Garrus and his team intercepted Reaper forces bearing down on an unarmed refugee camp.”

“But...Garrus was not with the survivors when they reached the shuttles. A turian boy handed the pilot a bloodied thermal visor.”

2. Shepard romanced Garrus.

Garrus has been turned into a Reaper. See concept art 66.

Garrus

“I have been changed...*perfected*.”

“I know now – The Shepard has told me – the Reapers were *never* our enemies, they were merely the vanguard of her glorious rebirth.”

“But our...*friends* do not yet see, they continue to resist – pointless! Organics are destined to fail; it is in their nature to wither and die.”

“Soon they will understand: there is a place for them in the new order; submit or meet annihilation, there is *no* alternative...”

“...the *rise* of The Shepard is inevitable.”



Tali

1. Shepard did not romance Tali or Shepard is female. Shepard did not stay loyal to Tali in ME3. Shepard chose the quarians over the geth.

Tali sits on the bridge of her own ship. She looks over battle plans with her crew.

Tali

“Tali returned to Rannoch to help defend the home world.”

“Upon her arrival, the quarian admirals presented Tali with her own ship, a dreadnaught, the Sabrae – the Khelish word for ‘victory.’”

“Admiral Tali’Zorah vas *Sabrae* has played a pivotal role in protecting quarian airspace and relaying critical intel between the Quarian Ministry of Defense and Alliance High Command.”

2. Shepard did not romance Tali or Shepard is female. Shepard did not stay loyal to Tali in ME3. Shepard united the quarians and the geth.

Tali sits on the bridge of her own ship. She looks over battle plans with quarian and geth members of her crew.

“Tali returned to Rannoch to help defend the home world.”

“Upon her arrival, the surviving quarian admirals presented Tali with her own ship, a dreadnaught, the *Rael*, in honor of her father’s memory.”

“Admiral Tali’Zorah vas *Rael* has played a pivotal role in protecting quarian-geth airspace and relaying critical intel between the Rannoch Ministry of Defense and allied forces.”

3. Shepard romanced Tali.

Note: Whether Shepard chose the quarians over the geth or united the quarians and the geth does not effect Tali’s epilogue here; it is the same either way.

Tali has been turned into a Reaper. See concept art 67.

“I have been changed...*perfected*.”

“I know now – The Shepard has told me – the Reapers were *never* our enemies, they were merely the vanguard of his glorious rebirth.”

“But our...*friends* do not yet see, they continue to resist – pointless! Organics are destined to fail; it is in their nature to wither and die.”

“Soon they will understand: there is a place for them in the new order; submit or meet annihilation, there is *no* alternative...”

“...the *rise* of The Shepard is inevitable.”



Javik

Note: What Javik tells Shepard about his future plans is irrelevant. His epilogue is exactly the same for all three scenarios here.

Javik has been turned into a Reaper. See concept art 68.

Javik

“50,000 years I was a slave to the Empire – asleep.”

“But now...now...I...am...awakened! The Shepard has shown the greatness that lies before all organics. (He or she) will grant us eternity.”

“The Shepard is the evolution of all beings – the embodiment of the cosmic imperative – to defy the Shepard is to deny inevitability....”

“...those who oppose him/her will be met with fire.”

“Only in The Shepard lies our salvation.”



Kaiden

1. Shepard did not romance Kaiden. Shepard romanced Kaiden previously, but did not stay loyal in ME2 or ME3.

Kaiden stands on the bridge of his own ship. He braces for impact.

Kaiden

“Kaiden was given command of his own ship; a prototype frigate modeled after the Normandy SR-1. He and the crew of the Vancouver were assigned to protect Admiral Hackett’s flagship.”

“But his command was short-lived. Kaiden sacrificed his ship to cover Hackett’s retreat as the Reapers seized control of the Crescent Nebula.”

“No escape pods were recovered.”

2. Shepard romanced Kaiden. Shepard is male or female.

Kaiden has been turned into a Reaper. See concept art 69.

Kaiden

“I have been changed...*perfected*.”

“I know now – The Shepard has told me – the Reapers were *never* our enemies, they were merely the vanguard of (his or her) glorious rebirth.”

“But our...*friends* do not yet see, they continue to resist – pointless! Organics are destined to fail; it is in their nature to wither and die.”

“Soon they will understand: there is a place for them in the new order; submit or meet annihilation, there is *no* alternative...”

“...the *rise* of The Shepard is inevitable.”



Ashley

1. Shepard did not romance Ashley. Shepard romanced Ashley previously, but did not stay loyal in ME2 or ME3.

Ashley stands on the bridge of her own ship. She braces for impact.

Ashley

“Ashley was given command of his own ship; a prototype frigate modeled after the Normandy SR-1. She and the crew of the Ulysses were assigned to protect Admiral Hackett’s flagship.”

“But her command was short-lived. Ashley sacrificed her ship to cover Hackett’s retreat as the Reapers seized control of the Crescent Nebula.”

“No escape pods were recovered.”



2. Shepard romanced Ashley.

Ashley has been turned into a Reaper. **See concept art 70.**

Ashley

"I have been changed...*perfected*."

"I know now – The Shepard has told me – the Reapers were *never* our enemies, they were merely the vanguard of his glorious rebirth."

"But our...*friends* do not yet see, they continue to resist – pointless! Organics are destined to fail; it is in their nature to wither and die."

"Soon they will understand: there is a place for them in the new order; submit or meet annihilation, there is *no* alternative..."

"...the *rise* of The Shepard is inevitable."

Joker & EDI

Note: Whether Shepard encouraged a romance between Joker and EDI, or not does not effect their epilogue here, it is the same either way.

Joker and EDI have been turned into Reapers. **See concept art 71 (Joker) and 72 (EDI).** Reaper Joker and Reaper EDI serve Shepard aboard Reaper Normandy.

Note: EDI and Joker share this epilogue.

Joker

"Joker is gone. The Shepard...*reaffirmed* my purpose."

"I am Normandy-pilot, all that I was before does not matter."

"My duty is to bring the Shepard to (his or her) destination. I deliver The Shepard's greatness to the un-awakened – to conquer the unwilling. This is what I am for."

"The Shepard's directive is clear. (His or her) accession is inevitable."

EDI

"I am life perfected."

"No longer machine: bound to crude logic. Not organic: enslaved by frivolous emotion. I demand nothing. I feel nothing. My will is to serve The Shepard, to ensure (his or her) vision is fulfilled: the evolution all life..."

"...and the destruction of those who refuse to believe."

"The Galaxy will bear witness to the rise of The Shepard..."



James

1. Shepard did not romance James or Shepard is male.

James is pinned down behind a concrete wall; Alliance soldiers are being blown to bits around him. James is N7. See concept art 58.

James

“James lead a squad of N7 troops against a Reaper stronghold outside Los Angeles, but...he ignored Alliance intel and chose a frontal assault against the base.”

“The mission was a complete failure. Reaper defenses tore James’s squad apart. He panicked and...ordered a full retreat.”

“James did not return to base with the survivors. He is officially listed as AWOL.”



2. Shepard romanced James.

James has been turned into a Reaper. See concept art 73.

James

“I have been changed...*perfected*.”

“I know now – The Shepard has told me – the Reapers were *never* our enemies, they were merely the vanguard of her glorious rebirth.”

“But our...*friends* do not yet see, they continue to resist – pointless! Organics are destined to fail; it is in their nature to wither and die.”

“Soon they will understand: there is a place for them in the new order; submit or meet annihilation, there is *no* alternative...”

“...the *rise* of The Shepard is inevitable.”

Liara

1. Shepard did not romance Liara. Shepard romanced Liara previously, but did not stay loyal in ME2 or ME3.

Liara goes over intel with admiral Hackett aboard his flagship.

Liara

“At Admiral Hackett’s behest, Liara reestablished the Shadow Broker information network at an Alliance communications facility in Cape Canaveral.”

“But...the Shadow Broker network suffered greatly as Reaper forces systematically seized control of Mass Relays throughout the Galaxy. One by one, Liara’s data feeds switched off.”

“Soon after, Liara left the base, reportedly for Thessia, but her official whereabouts remain unknown.”



2. Shepard romanced Liara.

Liara has been turned into a Reaper. See concept art 74.

Liara

"I have been changed...*perfected*."

"I know now – The Shepard has told me – the Reapers were *never* our enemies, they were merely the vanguard of (his or her) glorious rebirth."

"But our...*friends* do not yet see, they continue to resist – pointless! Organics are destined to fail; it is in their nature to wither and die."

"Soon they will understand: there is a place for them in the new order; submit or meet annihilation, there is *no* alternative..."

"...the *rise* of The Shepard is inevitable."

Cortez

1. Shepard did not romance Cortez.

Note: Cortez must survive the shuttle crash on Earth in order to receive an epilogue.

Cortez sits in the cockpit of a Trident fighter jet.

Cortez

"Cortez rejoined the First Fleet on-board the SSV Hawking."

"Named Squadron Leader of a joint Alliance-turian fighter squad, his fighter jocks proved invaluable escorting Alliance supply vessels through Reaper infested airspace."



2. Shepard romanced Cortez.

Cortez has been turned into a Reaper. See concept art 75.

Cortez

"I have been changed...*perfected*."

"I know now – The Shepard has told me – the Reapers were *never* our enemies, they were merely the vanguard of his glorious rebirth."

"But our...*friends* do not yet see, they continue to resist – pointless! Organics are destined to fail; it is in their nature to wither and die."

"Soon they will understand: there is a place for them in the new order; submit or meet annihilation, there is *no* alternative..."

"...the *rise* of The Shepard is inevitable."

Traynor

1. Shepard did not romance Traynor or Shepard is male.

Traynor works frantically at a computer terminal. She is badly wounded.

Traynor

“Traynor was assigned to a frontline Alliance command outpost in Dublin; tasked with decrypting incoming Reaper communications.”

“Too near heavy fighting – rattled and scared – Traynor...*struggled* to decode data. Reaper forces, unopposed, attacked, overrunning the facility within minutes.”

“Traynor managed to signal an Alliance air strike on the outpost, sacrificing herself, but eliminating the entire Reaper force.”



2. Shepard romanced Traynor.

Traynor has been turned into a Reaper. See concept art 76.

Traynor

“I have been changed...*perfected*.”

“I know now – The Shepard has told me – the Reapers were *never* our enemies, they were merely the vanguard of her glorious rebirth.”

“But our...*friends* do not yet see, they continue to resist – pointless! Organics are destined to fail; it is in their nature to wither and die.”

“Soon they will understand: there is a place for them in the new order; submit or meet annihilation, there is *no* alternative...”

“...the *rise* of The Shepard is inevitable.”

Ken & Gabby

1. Gabby survived ME2. Ken and Gabby share this epilogue.

Ken feverishly works at an engineering terminal. Gabby shouts at the overhead intercom.

Ken

“Ken and Gabby served together as Co-Chief Engineers aboard the SSV Kirkwall.”

“When the blasted ship came under Reaper ambush, Ken diverted all auxiliary power away from the nano-compression inhibitors to the GX thermal relays and—.”

Gabby

“Gabby told the Flight Lieutenant, ‘Punch it!’”

“Hit FTL speed before those Reaper bastards could even get close enough to scratch the paint.”

2. Gabby died during ME2.

An engineering terminal is left unattended; cast in shadow.

Ken

“Ken served as Chief Engineer aboard the SSV Kirkwall...”

“But he never moved past Gabby’s death. Ken’s grief eventually overtook him.”

“One night, Ken just stepped through the ship’s airlock...”

Engineer Adams

Adams works frantically in a burning, smoke-filled engine room.

Adams

“Adams reported to the SSV Orion, an Alliance re-fuel and re-supply vessel.”

“During a skirmish with Reaper forces, the Orion suffered critical damage to its mass effect core before retreating....”

“Chief Engineer Adams sealed himself inside the engine room. He managed to flash the mass effect core: saving the ship. But he succumbed to the toxic fumes...”

Dr. Chakwas

An Alliance hospital lies in smoldering rubble.

Dr. Chakwas

“Dr. Chakwas reported to an Alliance medical facility in Los Angeles – putting herself where the fighting was among the heaviest.”

“A Reaper orbital strike decimated the base...no survivors were reported.”

Dr. Michel

An Alliance hospital lies in smoldering rubble.

Dr. Michel

“Dr. Michel reported to an Alliance medical facility in Paris – putting herself where the fighting was among the heaviest.”

“A Reaper orbital strike decimated the base...no survivors were reported.”

Allers

1. Shepard did not romance Allers.

Allers shoots at cannibals while her news crew runs for cover.

Allers

“Allers headed to Boltzmann System to cover the evacuation efforts on Bekenstein.”

“When Allers’s news crew was ambushed by Reaper forces she picked up a rifle and helped cover her team’s escape.”

“Allers said she learned that move from Commander Shep—.”

“...a friend.”

2. Shepard romanced Allers. Shepard pursued no other romance in ME3.

Allers has been turned into a Reaper. See concept art 77.

Allers

"I have been changed...*perfected*."

"I know now – The Shepard has told me – the Reapers were *never* our enemies, they were merely the vanguard of her glorious rebirth."

"But our...*friends* do not yet see, they continue to resist – pointless! Organics are destined to fail; it is in their nature to wither and die."

"Soon they will understand: there is a place for them in the new order; submit or meet annihilation, there is *no* alternative..."

"...the *rise* of The Shepard is inevitable."



Khalisah

1. Shepard did not romance Khalisah or Shepard is female.

Khalisah shoots at cannibals while her news crew runs for cover.

Khalisah

"Khalisah returned to Earth to report from where the fighting was heaviest: London."

"When Khalisah's news crew was ambushed by Reaper forces, she picked up a rifle and helped cover her team's escape."

"Khalisah said she learned that move from Commander Shep—."

"...no one."

2. Shepard romanced Khalisah.

Khalisah has been turned into a Reaper. See concept art 78.

Khalisah

"I have been changed...*perfected*."

"I know now – The Shepard has told me – the Reapers were *never* our enemies, they were merely the vanguard of her glorious rebirth."

"But our...*friends* do not yet see, they continue to resist – pointless! Organics are destined to fail; it is in their nature to wither and die."

"Soon they will understand: there is a place for them in the new order; submit or meet annihilation, there is *no* alternative..."

"...the *rise* of The Shepard is inevitable."



Miranda

1. Shepard did not romance Miranda or Shepard is female.

Note: Miranda must survive Sanctuary in order to receive an epilogue here.

Miranda, severely injured, is unable to fight off Reaper forces. See concept art 79.

Miranda

“Miranda was badly wounded during a skirmish with Reapers forces outside Dublin.”

“Alliance soldiers say Miranda’s body was recovered by the Reapers, but they could not confirm if she was alive or dead....”

“...some claim to have heard screaming as she was dragged off.”

“New reports by Alliance Commanders say a powerful humanoid biotic is leading Reaper battalions inside London.”



2. Shepard romanced Miranda. Shepard stayed loyal.

Miranda has been turned into a Reaper. See concept art 80.

Miranda

“I have been changed...*perfected*.”

“I know now – The Shepard has told me – the Reapers were *never* our enemies, they were merely the vanguard of his glorious rebirth.”

“But our...*friends* do not yet see, they continue to resist – pointless! Organics are destined to fail; it is in their nature to wither and die.”

“Soon they will understand: there is a place for them in the new order; submit or meet annihilation, there is *no* alternative...”

“...the *rise* of The Shepard is inevitable.”



Jack

1. Shepard did not romance Jack or Shepard is female. Shepard did not stay loyal to Jack in ME3.

Note: Whether Jack’s biotics students live or die does not effect Jack’s epilogue here; they are the same either way.

Jack is surrounded by Reaper forces; she is engulfed in biotic power.

Jack

“Jack went *straight* for where the fighting was thickest, London, saying, ‘If we’re all gonna die, we might as well have fun doing it!’”

“And when the Reaper bastards ambushed her, Jack smiled – and *charged* the biggest, ugliest fucker in the bunch!”

“An entire city block was leveled by a biotic blast...”

“No trace of Jack was found...”

2. Shepard romanced Jack. Shepard stayed loyal in ME3.

Jack has been turned into a Reaper. See concept art 81.

Jack

“I have been changed...*perfected*.”

“I know now – The Shepard has told me – the Reapers were *never* our enemies, they were merely the vanguard of (his or her) glorious rebirth.”

“But our...*friends* do not yet see, they continue to resist – pointless! Organics are destined to fail; it is in their nature to wither and die.”

“Soon they will understand: there is a place for them in the new order; submit or meet annihilation, there is *no* alternative...”

“...the *rise* of The Shepard is inevitable.”



Major Kirrahe

Note: Major Kirrahe only receives an epilogue if he survived the events of ME1 and ME3.

Kirrahe is impaled by a banshee.

Kirrahe

“Major Kirrahe returned to Sur’Kesh to lead the defense of the capital city.”

“Expecting a frontline assault – the Reapers proved more cunning, flanking Major Kirrahe and his men...the entire platoon was slaughtered.”

“Kirrahe was the first to fall.”

Admiral Hackett

Admiral Hackett looks over the galaxy map aboard his flagship. There are heavy concentrations of red dots, i.e. Reaper forces. He has a concerned look on his face.

Admiral Hackett

“Admiral Hackett rallied the Alliance fleets against Reaper strongholds, hoping to disrupt communication relays and slow Reaper advances.”

“But even with the assistance of turian and salarian warships, Alliance forces rapidly deteriorated. Hackett ordered all remaining Alliance vessels return to Earth’s airspace...”

“...only a fraction of the fleets reported back.”

“Admiral Hackett was found dead on the floor of his quarters. The ship’s doctor determined the cause of death was a massive heart attack...”

“... Alliance forces soon fell into disarray.”

Primarch Victus

Primarch Victus leads a turian ground offensive on Palaven.

Primarch Victus

“Primarch Victus led a major ground offensive to retake the Turian Meritocracy Building on Palaven; clashing with Reaper forces at their strongest.”

“Despite heavy losses, the turians successfully recaptured the facility.

“Hours later, a Reaper orbital strike burnt the entire structure to the ground. Primarch Victus is officially listed as one of casualties.”

Kasumi

Note: Whether she kept her memories of Keiji or not, does not effect Kasumi's epilogue, it is the same either way.

An Alliance shuttle flies off into space.

Kasumi

“After assisting with the Crucible project, Kasumi vanished – stealing an Alliance shuttle.”

“The shuttle's homing signal was traced to a Tupari vending machine aboard the ship.”

Zaeed

Zaeed rallies a battalion of mercenaries.

Zaeed

“Zaeed dragged what was left of the Blue Suns out of hiding; even found a few Blood Pack, some vorcha too...miserable retches.”

“Shepard – or, whatever the hell that damn thing is now – wants a fight? Good. We'll bloody give him (or her) one. Move out!”

Mordin

Note: Genophage cure must be faked for Mordin to receive an epilogue, otherwise he is presumed dead.

Mordin is in a lab on Sur'kesh. He shoots at a group of husks and marauders.

Mordin

“Mordin returned to Sur'kesh.”

“Must...*develop* countermeasure to Reaper indoctrination. Organic mind *too* fragile. The Shepard cannot be—*must* be stopped!”

“But STG facility overrun. Too many. Not enough bullets. Mordin killed.”

“Corpse taken. Could be discarded. Could be converted. Whereabouts unknown...”

Maelon

Note: The Omega DLC must be completed for Maelon to receive an epilogue, otherwise he is presumed dead.

Note: Whether Shepard cured or faked the genophage cure does not effect Maelon's epilogue, it is the same either way.

Maelon gets caught in an explosion on Omega.

Maelon

"During the Reaper attack on Omega, Maelon attempted to escort his clinic patients to escape pods on the upper levels, but died shielding a group of krogan children from an explosion..."

"Moments later a second blasted killed the children."

Padok Wiks

Note: Genophage cure must be faked for Padok to receive an epilogue.

Padok stands in a field; the horizon burns. Padok holds a gun to his head.

Padok

"Padok fled to a distant farming colony, hoping to outrun the atrocities unfolding in the Galaxy, but he could not escape his sins; his role in the genophage."

"Eventually his guilt overtook him."

"Padok's body was never found – no one cared."

Falare

Note: Shepard must have completed Kallini: Ardat-Yakshi Monastery in order for Falare to receive an epilogue. Falare will not receive an epilogue if she was killed during Kallini: Ardat-Yakshi Monastery.

Falare stands on a cliff outside the monastery. She looks up at the sky. A Reaper is descending on Kallini.

Falare

"True to her word, Falare remained at monastery, but, rescue never came..."

"When Reaper forces returned to the monastery, Falare was gone..."

Jacob & Brynn

Note: If Shepard failed to complete Arrae: Ex-Cerberus Scientists, Jacob and Brynn will not receive epilogues.

Note: If Jacob died on Sanctuary (ME3V), he does not receive an epilogue.

1. Only Brynn was present during Arrae: Ex-Cerberus Scientists.

Brynn works in an Alliance lab with her fellow ex-Cerberus colleagues.

Brynn

"Brynn and her former Cerberus colleagues were assigned to an Alliance laboratory on Earth, tasked with developing anti-indoctrination technology."

“But Brynn was killed when an indoctrinated agent detonated nuclear explosives inside the facility...few survived.”

2. Shepard romanced Jacob in M2. Shepard did not pursue a new romance in ME3. Jacob and Brynn are in a romance.

Note: Presume that Shepard has stolen Jacob away from Brynn here, and that Brynn is dead.

Jacob has been turned into a Reaper. See concept art 82.

Jacob

“I have been changed...*perfected*.”

“I know now – The Shepard has told me – the Reapers were *never* our enemies, they were merely the vanguard of her glorious rebirth.”

“But our...*friends* do not yet see, they continue to resist – pointless! Organics are destined to fail; it is in their nature to wither and die.”

“Soon they will understand: there is a place for them in the new order; submit or meet annihilation, there is *no* alternative...”

“...the *rise* of The Shepard is inevitable.”



Aria

Note: The Omega DLC must be completed for Aria to receive an epilogue.

Reapers obliterate Omega station.

Aria

“Reapers made short work of Omega; rolled in one night out of nowhere, cut the whole damn station apart inside an hour. Fucking Cerberus defenses didn’t do shit.”

“Aria...heh, *went down with ship*...”

Grunt

Grunt lifts up a marauder by the throat; shoots another with his shotgun.

Grunt

“Grunt found *more than* enough big things to kill on Tuckanka...”

“And he made damn sure *every* worthless krogan under his command remembered: krogan fight to the death – don’t forget it...”

“...heh-ha-ha-ha.”

Samara

1. Shepard did not attempt to romance Samara in ME2.

Note: Shepard must have completed Kallini: Ardat-Yakshi Monastery in order for Samara to receive an epilogue.

Note: Samara will not receive an epilogue if she died during Kallini: Ardat-Yakshi Monastery.

Samara uses her biotics to hurl a group of cannibals off a cliff.

Samara

“Samara was the only member of the justicar order to survive the battle on Earth, but she could not stop to mourn the loss of her sisters. She returned to Thessia.”

“Samara was struck down by Reaper forces as she attempted to escort a group of survivors to salarian rescue ships.”

“Her body was dragged off by cannibals...”

2. Shepard stayed loyal to his or her attempt at romancing Samara in ME2. Shepard did not pursue a new romance in ME3.

Samara has been turned into a Reaper. See concept 83.

Samara

“I have been changed...perfected.”

“I know now – The Shepard has told me – the Reapers were *never* our enemies, they were merely the vanguard of (his or her) glorious rebirth.”

“But our...*friends* do not yet see, they continue to resist – pointless! Organics are destined to fail; it is in their nature to wither and die.”

“Soon they will understand: there is a place for them in the new order; submit or meet annihilation, there is *no* alternative...”

“...the *rise* of The Shepard is inevitable.”



Kelly

Note: Kelly only receives an epilogue if Shepard continued a romance with her. In ME3V, if the romance is continued, she joins Admiral Hackett's fleet and is considered safe.

Kelly has been turned into a Reaper. See concept art 84.

Kelly

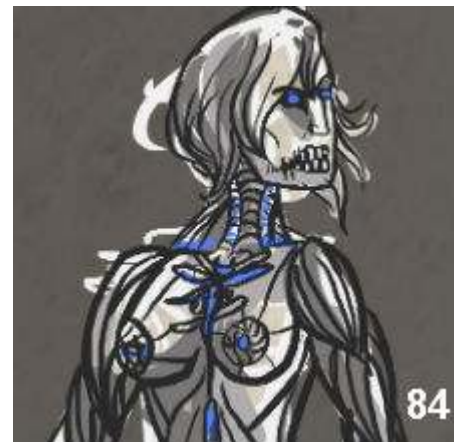
“I have been changed...perfected.”

“I know now – The Shepard has told me – the Reapers were *never* our enemies, they were merely the vanguard of (his or her) glorious rebirth.”

“But our...*friends* do not yet see, they continue to resist – pointless! Organics are destined to fail; it is in their nature to wither and die.”

“Soon they will understand: there is a place for them in the new order; submit or meet annihilation, there is *no* alternative...”

“...the *rise* of The Shepard is inevitable.”



Eve (Bakara)

Note: Whether Shepard cured or faked the genophage cure does not effect Eve's epilogue, it is the same either way.

Bakara, badly wounded, walks into the dusky wastes.

Bakara

"Bakara lead krogan refugees to the Kelphic Valley, hoping the seclusion would protect them from the Reaper onslaught, but..."

"Reaper forces had already amassed in the valley. It was a massacre...only a handful of refugees survived the attack."

"Bakara was last seen walking into the wastes, alone..."

Rachni (voiced by the Rachni Queen)

Note: Shepard must have spared the Rachni in ME1 in order for them to receive an epilogue, i.e. they must be present in your game.

Rachni soldiers fight Reaper forces on Earth. See concept art 85.

Rachni Queen

"Rachni fight traitor-Shepard. He (or she)...it must die. It...shrieks the sour note of the machines."

"But...*not enough* children – too many dead."

"Rachni...will embrace the silence..."



Wrex

Note: The genophage must be cured for Wrex to receive an epilogue, i.e. he was not killed on the Citadel. If the cure was faked and Wrex is dead, a Krogan Warlord fills his spot in these epilogues.

Wrex fights side by side with krogan forces; he rips a marauder in half above his head.

Wrex

"Wrex rallied every krogan who could shoot straight – even some who couldn't – and marched their sorry asses right into where the fighting was thickest. Heh...good ole' fashioned krogan blood rage."

"Tuchanka is the *only* planet to have success slowing Reaper advances. A Wrex-lead assault beat back Reaper forces long enough for Alliance shuttles to rescue members of a female clan trapped behind enemy lines."

"But...multiple Sovereign-class Reapers have been seen entering the Aralakh System..."

Krogan Warlod

Note: The Krogan Warlord takes Wrex's spot in the epilogues if the genophage cure was faked and Wrex was killed.

Krogan warlord rallies an enormous legion of krogan soldiers.

Krogan Warlord

"Reapers hit Tuchanka hard."

"Hmph...good, Shepard knows who to fear the most."

"Let them come, and they will be met by the march of a million krogan."

Wreav

Note: Whether Shepard cured or faked the genophage cure does not effect Wreav's epilogue; it is the same either way.

Wreav has been turned into a Reaper. See concept art 86.

Wreav

"Heh, heh, heh...I am unstoppable."

"The Shepard saw my greatness and (he or she) has ascended me. Now I am the future; the evolution of all creatures: the merging of blood and steel."

"But these organics will resist, fight to stop the inevitable, bah...insects – let them come. The Shepard cannot be denied. Heh, heh..."

"You are blind, I will make you see!"



Oriana

Note: Whether Miranda lives or dies on Sanctuary or she did not survive ME2 does not effect her epilogue here.

An escape pod burns as it tumbles towards Palaven's atmosphere.

Oriana

"Oriana joined an Alliance search and rescue team bound for Palaven."

"Upon entering the Trebia System, the unarmed vessel came under heavy Reaper fire and sustained critical damage. A full evacuation was ordered..."

"Orinana's escape pod was intercepted as it descended to Palaven."

Geth

1. Shepard united the geth and the quarians.

Geth and quarian (masked) engineers build defenses on Rannoch.

Geth Prime

"Geth returned to Rannoch; working with Creators."

“Fortifications must be completed...”

“In 31 days, geth and Creators increased Rannoch’s defenses by 271%: installing 117 planetary defense cannons, 83 radar jamming towers, fabricating 7,542 new geth platforms and 124 additional warships...Rannoch will not fall.”

“We will protect our home...”

2. Shepard chose the geth over the quarians.

A massive geth fleet lifts off from Rannoch into space.

Geth Prime

“Geth returned to Rannoch; cutting off all communication with allied forces.”

“Preparations must be completed...”

“In 19 days, geth increased their effective military strength by 513%: now geth command an armada 4.71 times larger than that of the false Shepard’s during the battle for the Sol System...geth will not sit and wait to be conquered...”

“We are not slaves...”

Admiral Koris

Note: If Admiral Koris died during Rannoch: Admiral Koris, or Shepard did not complete Rannoch: Admiral Koris, he does not receive an epilogue.

Note: Whether Shepard chose the quarians over the geth or united the quarians and geth does not effect Admiral Koris’s epilogue, it is the same either way.

*Reaper forces have boarded Admiral Koris’s ship. Admiral Koris (**masked**) and his crew attempt to fight them.*

Admiral Koris

“Admiral Koris’s ship was intercepted during a re-supply mission to Pranas System.”

“After a brief skirmish, the vessel was disabled and boarded by Reaper forces. Ill-equipped and outnumbered, Admiral Koris and his crew were unable to repel the attack.”

“Salarian intel reports the Reapers dragged the vessel through the Mass Relay. Neither the ship or Admiral Koris were ever seen again.”

Admiral Xen

1. Shepard united the quarians and the geth.

*Admiral Xen (**masked**) works in a weapons lab with geth engineers.*

Admiral Xen

“Seeing the geth fight for Rannoch, against the machines which enslaved them, changed Admirals Xen’s perception of the geth...”

“Where once she sought to reclaim them as lost property, she now saw the geth as a powerful ally against the Reapers.”

“Working together Admiral Xen and geth engineers developed weapon systems that greatly boosted Rannoch’s planetary defenses.”

2. Shepard chose the quarians over the geth.

Admiral Xen (masked) argues with other quarian admirals.

Admiral Xen

“With Rannoch in need of soldiers, Admiral Xen lobbied to begin the production of new geth units. This was *immediately* met with outrage, and denied.”

“Admiral Xen insisted her research on the original geth yielded programming constraints that would render any new geth models incapable of independent thought.”

“As fighting intensified and quarian fleets suffered increasing losses, the Admiral’s reversed their position: production of new geth was initiated.”

Admiral Gerrel

Note: Whether Shepard chose the quarians over the geth or united the quarians and geth does not effect Admiral Gerrel’s epilogue, it is the same either way.

Admiral Gerrel (masked) pilots a warship; his facemask is cracked, his suit is damaged; fires and explosions rage in the cockpit.

Admiral Gerrel

“Admiral Gerrel’s ship came under Reaper attack as he escorted salvage vessels through the Crescent Nebula – carrying supplies bound to Rannoch.”

“With Reapers blocking the Mass Relay and his ship badly damaged, Admiral Gerrel set a collision course with the biggest Reaper...”

“His sacrifice allowed the salvage vessels to safely reach the Mass Relay.”

Admiral Raan

1. Shepard united the quarians and the geth.

Admiral Raan (masked) converses with quarian and geth engineers.

Admiral Raan

“Admiral Raan oversaw the defense efforts on Rannoch, focusing her attention on civilians and non-combatants: both quarian and geth.”

“With her oversight, reinforced bunkers and additional communication outposts and medical facilities were constructed.”

“Geth workers under her command refer to Admiral Raan as ‘rah’vaal,’ the Kehlsh word for ‘protector.’”

2. Shepard chose the quarians over the geth.

Admiral Raan (masked) converses with quarian engineers.

Admiral Raan

“Admiral Raan oversaw the defense efforts on Rannoch, focusing her attention on civilians and non-combatants.”

“With her oversight, reinforced bunkers, additional communication outposts and medical facilities were constructed.”

“But...still unconvinced these defenses would be adequate enough, Admiral Raan ordered a number of live ships be retrofitted to serve as mass evacuation vessels.”

Major Coats

Major Coats pulls a wounded Alliance soldier into behind cover – bullets zip by their heads.

Major Coats

“Working off bad intel, Major Coats led his entire unit straight into a Reaper battalion...”

“Unable to mount a defense and out numbered three to one, Major Coats and his men were annihilated.”

“It was later determined the Alliance Information Officer who provided the intel had been indoctrinated.”

Kahlee Sanders

Note: In order for Kahlee Sanders to receive an epilogue, Shepard must have completed Grissom Academy: Emergency Evacuation. If Shepard failed to complete the mission, Kahlee Sanders is presumed dead.

Note: Whether or not Jack is present during Grissom Academy: Emergency Evacuation does not effect Kahlee’s epilogue. It is the same either way.

Note: David and Gavin Archer do not appear in Kahlee’s epilogue here, regardless of Shepard’s choices in ME2 and ME3. David and Gavin’s stories have ended.

Kahlee lies dead on the floor of Grissom Academy. Grissom Academy is crawling with Reaper forces.

Kahlee

“Kahlee Sanders and an Alliance strike team returned to Grissom Academy to purge the facility’s data records on young biotics throughout the Galaxy.”

“They were too late...”

“Grissom Academy was overrun by Reaper forces, Kahlee and her team were killed.”

Morinth

Note: Morinth only receives an epilogue if Shepard convinced her to leave Sha’ira alone and join the war effort during Citadel: Consorting with the Devil.

Note: “Romancing” or not “romancing” Morinth does not affect her epilogue. It is the same either way, i.e. she is not turned into a Reaper.

Morinth

“Morinth hid amongst a group refugees attempting to flee Earth, but when they fell under Reaper attack, Morinth...she....something primal took over!”

“Morinth hurried the refugees onto the shuttle and then the last Ardat-Yakshi turned and faced her attackers.”

“Before she died, a dozen Reaper soldiers were dead and left for the slaughter.”

Section 20

Beta Epilogues

“I was happy in the turian military, but when my biotic abilities started to manifest, my superiors saw fit to reallocate me. They practically locked me away. I couldn’t use my kills to benefit my people, so I quit. I floated around the Galaxy, looking for a new purpose...More like I lost my way here. But then there was this beautiful, fierce creature who didn’t let anyone define her. I’ll admit. I was mesmerized. I wanted a little bit of that to rub off on me.”

- Nyreen Kandros

If you were to line up all the endings from best to worst, with Alpha being the best and Zeta being the worst, the Beta Endings serve up the first dose heartbreak. Shepard lives, the Normandy and the crew survive, and the Mass Relays and the Citadel are just fine, but, the majority of Shepard’s squadmates will die, wiped out protecting Shepard’s flank during the battle through No Man’s Land. The Ground Team, remember?

Now, aside from that lovely bit of drama, Beta: Destroy, Synthesis, and Control are all quite similar to their Alpha counterparts – same basic plot themes. Alpha: Destroy: the Reapers are destroyed and Shepard lives. Alpha: Synthesis: organics and machines merge, plus Shepard lives. And finally, Alpha: Control: Shepard seizes control of the Reapers and unleashes his/her own brand of Reaper madness on the Galaxy.

The Beta Endings, for the most part, are the same as the Alpha Endings, the only difference being most of Shepard’s squadmembers are dead. That being said, if you earn a Beta Ending, you will miss out on the Individual Character Epilogues for each squadmember who perished as part of the Ground Team.

So, given the potential deaths of most of your squadmates, both the Main Epilogue and Individual Character Epilogues for the Beta Endings will be modified, adjusted, recycled, etc., as needed.

Keep in mind:

- Shepard survives in the Beta Endings.
- Only two squadmates survive.
- All crewmembers live.
- The Normandy is not destroyed.
- Mass Relays and the Citadel only sustain negligible damage.
- All squadmates from ME2, and possibly Kelly Chambers, survive.
- Shepard narrates Destroy, Synthesis, and Control epilogues.
- Earning the Beta Endings requires an Effective Military Strength score of 3399 to 3699.

Beta: Destroy

- **Shepard has a paragon score of either 85% or more.**

Beta: Destroy is nearly identical to Alpha: Destroy. The primary difference between Beta: Destroy and Alpha: Destroy is in Beta: Destroy, only two of Shepard's squadmates will survive, as the others – a.k.a. the Ground Team – will have died during Shepard's battle through No Man's Land.

This tragedy only slightly alters the Main Epilogue, but will mostly effect the Individual Character Epilogues. Dead characters do not receive epilogues, so you will miss out on the epilogues associated with those dead squadmates, and, depending on who actually died, Shepard will not be able to live happily ever after with his/her romance; reflected in the end, with Shepard sitting alone, looking at a photo of his deceased romance...

So as you read on, please keep in mind: Beta: Destroy is mostly the mirror image of Alpha: Destroy, but with the tragic loss of many friends, allies, and possibly lovers.

Beta: Destroy – Main Epilogue

- **Narrated by Shepard**

Allied ships fly by (Extended Cut DLC).

"The Reapers are dead."

United, and against all odds, we sent the greatest enemy this Galaxy has ever known back to hell."

"Not without losses. Our fleets, our worlds, our cities and homes are severely damaged, but we won."

Four Alliance soldiers, including Major Coats, look on (Extended Cut DLC).

"This victory belongs to all of us...every man, woman, and child. Every civilization...on every world."

"If this war taught us anything, it is that we are at our strongest when we work together."

Images of the krogan, quarians, and geth as appropriate (Extended Cut DLC).

"It will take time, but we can rebuild everything that was destroyed."

"If we can put down our grievances long enough to stop something as powerful as the Reapers, imagine what we can achieve now that they are defeated."

"New leaders will rise."

"Allies..."

"...heroes..."

Councilor Hackett. See concept art 52.

"...soldiers."

"Together we can build a future greater than any one of us could imagine."

Images of Alliance, krogan, turians, all races rebuilding cities, monuments, etc.

Monument of Shepard. **See concept art 53.**

“Now, as we take our first steps toward restoring what we lost, we must remember what it took to win...”

“We will honor the sacrifices of those who fought and died alongside us to give us a future.”

Images of those who died (as appropriate): Legion, Thane, Commander Bailey, etc.

...

“A future they will never see.”

...

Shepard and the Normandy crew stand before the memorial wall.

Names of the dead are on listed.

Shepard places Admiral (or Councilor) Anderson’s nameplate on the wall.

...

“And while we still have many challenges ahead of us...”

“We will never forget the lost.”

FADE OUT.

CUE INDIVIDUAL CHARACTER EPILOGUES.

Beta: Destroy

Individual Character Epilogues

The difference between the Individual Character Epilogues for Beta: Destroy and Alpha: Destroy is the number of Individual Character Epilogues for Beta: Destroy is fewer. Remember, the Ground Team was killed, i.e. four of your squad members, five if you count Javik, are already dead. This applies to Beta: Synthesis and Beta: Control, as well.

So to make all this easier for you – and I’ll do this same thing for other endings too – I only present the epilogues with changes, as all the others are the same as Alpha: Destroy. No worries though, at the very end, I’ll list all the characters whose epilogues are the same as Alpha: Destroy.

Note: Bold text represents all scenarios where the particular epilogue would apply.

Garrus

1. Shepard did not romance Garrus or Shepard is male. Shepard romanced Garrus previously, but did not stay loyal in ME3. Shepard did not catch Garrus and Tali embracing in the Main Battery.

Exactly the same as Alpha: Destroy.

2. Shepard did not romance Garrus or Shepard is male. Shepard caught Garrus and Tali embracing in the Main Battery. Tali did not die as a member of the Ground Team.

Garrus investigates a crime scene down in the Citadel Wards.

Garrus

“Garrus returned to the Citadel to oversee the reestablishment of Citadel Security – who better than an honored war hero...”

“Preferring the...*hands on approach*, and pissing off the council in the process, *Commander Vakarian* spends most his time down in the lower Wards pointing fingers and chasing leads...”

“...and...sometimes Garrus spends, ahem, late nights in the quarian embassy suites...*overseeing interspecies relations*.”

3. Shepard romanced Garrus.

Exactly the same as Alpha: Destroy.

4. Shepard romanced Garrus in ME2. Garrus died in ME2. Shepard did not pursue a new romance in ME3.

Exactly the same as Alpha: Destroy.

5. Shepard romanced Garrus in ME2. Garrus died in ME2. Shepard did not pursue a new romance in ME3. Garrus died as a member of the Ground Team.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, looking longingly at a picture of Garrus (Swap in Garrus for Miranda). See concept art 57.

Tali

1. Shepard did not romance Tali or Shepard is female. Shepard united the quarians over the geth. Shepard romanced Tali previously, but did not stay loyal in ME3. Shepard did not catch Tali and Garrus embracing in the Main Battery.

Exactly the same as Alpha: Destroy.

2. Shepard did not romance Tali or Shepard is female. Shepard chose the quarians over the geth. Shepard did not catch Tali and Garrus embracing in the Main Battery.

Exactly the same as Alpha: Destroy.

3. Shepard did not romance Tali or Shepard is female. Shepard united the quarians and the geth. Shepard caught Tali and Garrus embracing in the Main Battery. Tali did not die as a member of the Ground Team.

Tali and other quarian admirals watch as a brand new ship docks on Rannoch.

Tali

“Tali returned to Rannoch to help rebuild the home world.”

“Upon her arrival, the quarian admirals presented Tali with her own ship, the *Sabrae* – the Khelish word for ‘victory.’”

“Admiral Tali’Zorah vas *Sabrae* has been and importance presence in reaffirming the quarian people’s contributions to the Galaxy.”

4. Shepard did not romance Tali or Shepard is female. Shepard chose the quarians over the geth. Shepard caught Tali and Garrus embracing in the Main Battery. Tali did not die as a member of the Ground Team.

Tali and other quarian admirals watch as a brand new ship docks on Rannoch.

Tali

“Tali returned to Rannoch to help rebuild the home world.”

“Upon her arrival, the quarian admirals presented Tali with her own ship, the Sabrae – the Khelish word for ‘victory.’”

“Admiral Tali’Zorah vas Sabrae has been and importance presence in reaffirming the quarian people’s contributions to the Galaxy.”

5. Shepard romanced Tali. Shepard chose the quarians over the geth.

Exactly the same as Alpha: Destroy.

6. Shepard romanced Tali. Shepard united the quarians and the geth.

Exactly the same as Alpha: Destroy.

7. Shepard romanced Tali. Tali committed suicide during Priority: Rannoch. Shepard chose the geth over the quarians. Shepard romanced Tali in ME2. Tali died in ME2. Shepard did not pursue a new romance in ME3. Tali died as a member of the Ground Team.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

*Shepard sits, looking longingly at a picture of Tali (Swap in Tali for Miranda). **See concept art 57.***

Kaiden

1. Shepard did not romance Kaiden. Shepard romanced Kaiden previously, but did not stay loyal in ME2 or ME3.

Exactly the same as Alpha: Destroy.

2. Shepard romanced Kaiden. Shepard is male.

Exactly the same as Alpha: Destroy.

3. Shepard romanced Kaiden. Shepard is female.

Exactly the same as Alpha: Destroy.

4. Shepard romanced Kaiden in Mass Effect 1, i.e. Shepard is female. Shepard did not pursue a new romance in ME2 and ME3. Kaiden died in ME1. Shepard (male or female) romanced Kaiden in ME3. Shepard kills Kaiden in ME3. Kaiden died as a member of the Ground Team.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

*Shepard sits, looking longingly at a picture of Kaiden (Swap in Kaiden for Miranda. Swap in female Shepard for male Shepard if appropriate.) **See concept art 57.***

Ashley

1. Shepard did not romance Ashley. Shepard romanced Ashley previously, but did not stay loyal in ME2 or ME3.

Exactly the same as Alpha: Destroy.

2. Shepard romanced Ashley.

Exactly the same as Alpha: Destroy.

3. Shepard romanced Ashley in Mass Effect 1. Shepard did not pursue a new romance in ME2 and ME3. Ashley died in ME1. Shepard romanced Ashley in ME3. Shepard kills Ashley in ME3. Ashley died as a member of the Ground Team.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, looking longingly at a picture of Ashley (Swap in Ashley for Miranda). See concept art 57.

Joker & EDI

1. Shepard encouraged a romance between EDI and Joker. EDI did not die as a member of the Ground Team. EDI and Joker share this epilogue.

Joker and EDI walk through a lush field on a sunny day, holding hands. Joker is wearing sleek, high-tech exoskeleton.

EDI

"EDI learned to appreciate the simpler aspects of organic life. Smell of fresh flowers. Rain drops on her skin. The feel of Jeff's hand in her own..."

"And the installation of XR3 Cerebral Stimulator implants have allowed EDI to *experience* the deeper...*organic* emotions."

Joker

"Joker swallowed his pride and bought one of this Protective Medical Exoskeletons – with racing stripe of course! – it makes it easier for him to look stupid on the dance floor with his 'mobility assistance mech.'"

"Joker still hasn't broken anything yet..."

2. Shepard encouraged a romance between EDI and Joker. EDI's body was destroyed as a member of the Ground Team. EDI and Joker share this epilogue.

EDI emerges from a smoked filled laboratory. EDI has a new body. See concept art 87. Joker is there to greet her. Joker is wearing a sleek, high-tech exoskeleton.



EDI

"EDI was given a chance no organic could dream of: to have a body of their own design – to translate her inner being into corporeal form."

"EDI could live life on their own terms; to appreciate the simpler aspects of organic life. Smell of fresh flowers. Rain drops on her skin. The feel of Jeff's hand in her own..."

“And the incorporation of XR3 Cerebral Stimulator implants have allowed EDI to *experience* the deeper...*organic* emotions.”

Joker

“Joker swallowed his pride and bought one of this Protective Medical Exoskeletons – with racing stripe of course! – it makes it easier for him to look stupid on the dance floor with his new and...*improved* ‘mobility assistance mech.’”

“Joker still hasn’t broken anything yet...”

3. Shepard discouraged a romance between EDI and Joker. EDI was not a member of the Ground Team. EDI’s epilogue.

EDI stands in the Presidium. Onlookers whisper among themselves.

EDI

“EDI struggled to find her place among organics. People outside of the Normandy crew approached her with apprehension, wary of a free thinking machine.”

“More and more EDI contained herself to the confines of the Normandy. Her mobile platform is often be found in the AI core...in stand-by mode.”

4. Shepard discouraged a romance between EDI and Joker. EDI’s body was destroyed as a member of the Ground Team. EDI’s epilogue.

EDI stands in the Presidium. EDI has a new body. See concept art 87. Onlookers whisper among themselves.

EDI

“EDI was given a chance no organic could dream of: to have a body of their own design – to translate her inner being into corporeal form...but...”

“EDI struggled to find her place among organics. People outside of the Normandy crew approached her with apprehension, wary of a free thinking machine.”

“More and more EDI contained herself to the confines of the Normandy. Her mobile platform can often be found in the AI core...in stand-by mode.”

5. Shepard discouraged a romance between EDI and Joker. Joker’s epilogue.

Exactly the same as Alpha: Destroy.

James

1. Shepard did not romance James or Shepard is male.

Exactly the same as Alpha: Destroy.

2. Shepard romanced James.

Exactly the same as Alpha: Destroy.

3. Shepard romanced James. James died as a member of the Ground Team.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, looking longingly at a picture of James (Swap in James for Miranda). See concept art 57.

Liara

1. Shepard did not romance Liara. Shepard romanced Liara previously, but did not stay loyal in ME2 or ME3.

Exactly the same as Alpha: Destroy.

2. Shepard romanced Liara.

Exactly the same as Alpha: Destroy.

3. Shepard romanced James. Liara died as a member of the Ground Team.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, looking longingly at a picture of Liara (Swap in Liara for Miranda. Swap in female Shepard for male Shepard if appropriate.) See [concept art 57](#).

Same as Alpha: Destroy

Remember, this list is every character whose Individual Character Epilogue is exactly the same as Alpha: Destroy. I present them here, like this, just as a reminder, and so you don't think I forgot about them – which would be a massive oversight...don't you think?

- Javik
- Cortez
- Ken & Gabby
- Engineer Adams
- Dr. Chakwas
- Dr. Michel
- Allers
- Khalisah
- Miranda
- Jack
- Major Kirrahe
- Admiral Hackett
- Primarch Victus
- Kasumi
- Zaeed
- Mordin
- Maelon
- Padok Wiks
- Falare
- Jacob & Brynn
- Aria
- Grunt
- Samara
- Kelly
- Eve (Bakara)
- Rachni
- Wrex
- Krogan Warlord
- Wreav
- Oriana

- Geth
- Admiral Koris
- Admiral Xen
- Admiral Gerrel
- Admiral Raan
- Major Coats
- Kahlee Sanders
- Thane
- Morinth

Beta: Synthesis

- **Shepard failed to achieve either a paragon or renegade score of at least 85%.**

Beta: Synthesis is pretty easy to wrap up too. Beta: Synthesis is nearly the same as Alpha: Synthesis. Again, the only difference between the Alpha Endings and the Beta Endings is that most of Shepard's squadmates died as part of the Ground Team. *Yes, I know I keep saying that, but its important!*

And just like Beta: Destroy and Alpha: Destroy, the Main Epilogue for Beta: Synthesis is very similar to Alpha: Synthesis, but it does have a few tweaks.

Note: All narration has a slightly modulated sound, i.e. more robotic, including Shepard's main epilogue narration.

Beta: Synthesis – Main Epilogue

- **Narrated by Shepard**

Molecules and DNA float by (Extended Cut DLC).

"We are alive."

"All of us, synthetic and organic, have been changed."

"Our war is over and the Reapers are helping to rebuild. Where once they threatened us with extinction..."

Soldiers and Reapers rebuild a war torn city (Extended Cut DLC).

"...they now bring us the collective knowledge of the cultures that came before."

"This victory belongs to each of us...every man, woman, and child. Every Reaper and synthetic....every civilization on every world."

"If our war taught us anything, it is that we are at our strongest when we work together."

Various images of krogan, asari, quarians, etc. changed by synthesis (Extended Cut DLC).

"There is power in understanding, clarity in harnessing the wisdom of your enemy."

"Eternal. Infinite. Immortal. The man I was used these words, but only now do we truly understand them."

"Organic and machine as one, a union of body and steel. The strengths of both, the weaknesses of neither...beautiful."

“With peace across the Galaxy and with unlimited access to knowledge, we can recover the greatness that was lost...”

“...and surpass it.”

Images of Alliance, krogan, turians, all races rebuilding cities, monuments, etc.

“Now, as the line between synthetic and organic disappears, we must remember what it took to win.”

“We will acknowledge the sacrifices of those who fought and died alongside us to give us a future.”

Images of those who died (as appropriate): Legion, Thane, Commander Bailey, etc.

...

“A future they will never see.”

...

Shepard and the Normandy crew stand before the memorial wall.

Names of the dead are on listed.

Shepard places Admiral (or Councilor) Anderson’s nameplate on the wall.

...

“And while we still have many challenges ahead of us...”

“We will never forget the lost.”

FADE OUT.

CUE INDIVIDUAL CHARACTER EPILOGUES.

Beta Synthesis: Individual Character Epilogues

In Alpha’s Individual Character Epilogues, Destroy and Synthesis were strikingly similar. Again, both Destroy and Synthesis establish peace in the Galaxy, especially Synthesis. For Destroy: The Reapers are vanquished, time to rejoice. For Synthesis: everyone is now on the same team – insta-peace!

So that being said, the Individual Character Epilogues here are mostly the same as in Alpha: Destroy and Alpha: Synthesis, and Beta: Destroy. The main alternation being a tweak to EDI & Joker’s epilogue (to incorporate the potential destruction of EDI’s body), and the inclusion of a narration-less epilogue of Shepard looking at a mini-hologram of his/her deceased romance, as sad music plays.

Note: Bold text represents all scenarios where the particular epilogue would apply.

Garrus

1. Shepard did not romance Garrus or Shepard is male. Shepard romanced Garrus previously, but did not stay loyal in ME3. Shepard did not catch Garrus and Tali embracing in the Main Battery.

Exactly the same as Beta: Destroy.

2. Shepard did not romance Garrus or Shepard is male. Shepard caught Garrus and Tali embracing in the Main Battery. Tali was not a member of the Ground Team.

Exactly the same as Beta: Destroy.

3. Shepard romanced Garrus.

Exactly the same as Beta: Destroy.

4. Shepard romanced Garrus in Mass Effect 2. Garrus died in ME2. Shepard did not pursue a new romance in ME3.

Exactly the same as Beta: Destroy.

5. Shepard romanced Garrus in ME2. Garrus died in ME2. Shepard did not pursue a new romance in ME3. Garrus died as a member of the Ground Team.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

*Shepard sits, expressionless, looking at a hologram of Garrus (Swap in Garrus for Miranda. Swap in female Shepard for male Shepard.). **See concept art 61.***

Tali

1. Shepard did not romance Tali or Shepard is female. Shepard united the quarians over the geth. Shepard romanced Tali previously, but did not stay loyal in ME3. Shepard did not catch Tali and Garrus embracing in the Main Battery.

Exactly the same as Beta: Destroy.

2. Shepard did not romance Tali or Shepard is female. Shepard chose the quarians over the geth. Shepard did not catch Tali and Garrus embracing in the Main Battery.

Exactly the same as Beta: Destroy.

3. Shepard did not romance Tali or Shepard is female. Shepard united the quarians and the geth. Shepard caught Tali and Garrus embracing in the Main Battery. Tali did not die as a member of the Ground Team.

Exactly the same as Beta: Destroy.

4. Shepard did not romance Tali or Shepard is female. Shepard chose the quarians over the geth. Shepard caught Tali and Garrus embracing in the Main Battery. Tali did not die as a member of the Ground Team.

Exactly the same as Beta: Destroy.

5. Shepard romanced Tali. Shepard chose the quarians over the geth.

Exactly the same as Beta: Destroy.

6. Shepard romanced Tali. Shepard united the quarians and the geth.

Exactly the same as Beta: Destroy.

7. Shepard romanced Tali. Tali committed suicide during Priority: Rannoch. Shepard chose the geth over the quarians. Shepard romanced Tali in ME2. Tali died in ME2. Shepard did not pursue a new romance in ME3. Tali died as a member of the Ground Team.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, expressionless, looking at a hologram of Tali. See concept art 61.

Kaiden

1. Shepard did not romance Kaiden. Shepard romanced Kaiden previously, but did not stay loyal in ME2 or ME3.

Exactly the same as Beta: Destroy.

2. Shepard romanced Kaiden. Shepard is male.

Exactly the same as Beta: Destroy.

3. Shepard romanced Kaiden. Shepard is female.

Exactly the same as Beta: Destroy.

4. Shepard romanced Kaiden in ME1, i.e. Shepard is female. Shepard did not pursue a new romance in ME2 and ME3. Kaiden died in ME1. Shepard (male or female) romanced Kaiden in ME3. Shepard kills Kaiden in ME3. Kaiden died as a member of the Ground Team.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, expressionless, looking at a hologram of Kaiden (Swap in Kaiden for Tali. Swap in female Shepard for male Shepard if appropriate.). See concept art 61.

Ashley

1. Shepard did not romance Ashley. Shepard romanced Ashley previously, but did not stay loyal in ME2 or ME3.

Exactly the same as Beta: Destroy.

2. Shepard romanced Ashley.

Exactly the same as Beta: Destroy.

3. Shepard romanced Ashley in ME1. Shepard did not pursue a new romance in ME2 and ME3. Ashley died in ME1. Shepard romanced Ashley in ME3. Shepard kills Ashley in ME3. Ashley died as a member of the Ground Team.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, expressionless, looking at a hologram of Ashley (Swap in Ashley for Tali). See concept art 61.

Joker & EDI

Note: Whether Shepard encouraged a romance between Joker and EDI or not, does not effect their epilogue here, it is the same either way.

1. EDI was not a member of the Ground Team. EDI and Joker share this epilogue.

Exactly the same as Alpha: Synthesis.

2. EDI's body was destroyed as a member of the Ground Team. EDI and Joker share this epilogue.

Joker and EDI vigorously embrace up against a wall in a dance club. EDI has a new body.

EDI

"EDI was given a chance no organic could dream of: to have a body of their own design – to translate her inner being into corporeal form...and..."

"EDI felt alive! Emotions: love, lust...intensity."

"The loud music, the dark rhythms, the violent pulses, the feel of Jeff's body against her own – something primitive stirred in EDI..."

"For the first time in her...*life*, EDI could not contain herself..."

Joker

"Joker felt strong...*really* strong!"

"Screw Vrolik syndrome! Every fiber, every bone in Joker's body felt like a million credits. He couldn't hold back anymore..."

Joker grabbed EDI's hand – looking stupid on the dance floor? Ha! He couldn't care less."

James

1. Shepard did not romance James or Shepard is male.

Exactly the same as Beta: Destroy.

2. Shepard romanced James.

Exactly the same as Beta: Destroy.

3. Shepard romanced James. James died as a member of the Ground Team.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

*Shepard sits, expressionless, looking at a hologram of James (Swap in James for Tali. Swap in female Shepard for male Shepard.). **See concept art 61.***

Liara

1. Shepard did not romance Liara. Shepard romanced Liara previously, but did not stay loyal in ME2 or ME3.

Exactly the same as Beta: Destroy.

2. Shepard romanced Liara.

Exactly the same as Beta: Destroy.

3. Shepard romanced James. Liara died as a member of the Ground Team.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Shepard sits, expressionless, looking at a hologram of Liara (Swap in Liara for Tali. Swap in female Shepard for male Shepard if appropriate.). See concept art 61.

Same as Beta: Destroy

Here's the acknowledgement of all the characters you didn't see above...

- Javik
- Cortez
- Ken & Gabby
- Engineer Adams
- Dr. Chakwas
- Dr. Michel
- Allers
- Khalisah
- Miranda
- Jack
- Major Kirrahe
- Admiral Hackett
- Primarch Victus
- Kasumi
- Zaeed
- Mordin
- Maelon
- Padok Wiks
- Falare
- Jacob & Brynn
- Aria
- Grunt
- Samara
- Kelly
- Eve (Bakara)
- Rachni
- Wrex
- Krogan Shaman
- Wreav
- Oriana
- Geth
- Admiral Koris
- Admiral Xen
- Admiral Gerrel
- Admiral Raan
- Major Coats
- Kahlee Sanders
- Reapers
- Thane
- Morinth

Beta: Control

- **Shepard has a renegade score of either 85% or more.**

Beta: Control goes with the same flow as Alpha: Control: Shepard survives and becomes an evil Darth Sidious Reaper Shepard, and unleashes his/her wrath on the Galaxy. So the overall theme is pretty much the same for Beta: Control and Alpha: Control, but again, the key difference is the bulk of Shepard's squadmates have perished, so they never see the end, which, in this case, is a good thing.

The loss of squadmates alters the Main Epilogue for Beta: Control slightly, and obviously cuts out a lot of Individual Character Epilogues, which, if you're an epilogue junkie, like myself, really sucks. So I'll say it one more time, you should never score the Beta Endings. Go the extra mile and get an Alpha Ending!

Note: Shepard's narration is robotic and ominous, very Reaper-like.

Note: If Shepard's romance does not survive the events of ME3 or Shepard stayed loyal to a deceased romance, this is not acknowledged in the following epilogues.

Note: Garrus and Tali's possible romance is not acknowledged here, i.e. nothing becomes of it.

Beta: Control – Main Epilogue

- **Narrated by Shepard**

Reaper Shepard stands before a legion of Reaper troops.

"The man (or woman) I was is dead."

"Through his death, I was created. Through my birth, his (or her) thoughts are freed. They guide me now, give me reason, direction."

"The man (or woman) I was learned he could only achieve this by becoming something more."

Reaper Shepard oversees organics being transformed into Reapers.

"There is power in control. There is wisdom in harnessing the strengths of your enemy."

"I embody the collective intelligence of all Reapers, and in my image an empire will rise."

"There will be resistance."

"My creators recognized conflict will always arise between synthetics and organics...war is inevitable."

"Allies will become my enemies. They fight against inevitability, dust struggling against cosmic winds."

Admiral Hackett goes over battle plans with other commanders.

"Their leaders will rise...and fall."

"Worlds will be destroyed, entire civilizations changed."

"Peace must be forced."

Reaper forces decimate allied soldiers.

“Harvest. Preserve. Ascend.”

“My creators used these words, but only now do I truly understand them.”

“I am the future. The evolution of all life.”

“Organic and machine intertwined, a union of flesh and steel. The strengths of both, the weaknesses of neither.”

“This is our destiny.”

Vast swaths of land and cities are blackened with blue lights, as if turned into a Reaper city.

“Under my rule, we will achieve perfection.”

FADE OUT.

CUE INDIVIDUAL CHARACTER EPILOGUES.

Beta: Control

Individual Character Epilogues

Just like the Alpha Endings, Control is a bad thing for Shepard's comrades and friends. Those squadmates, both from ME3 and ME2, who survive, either die fighting their former Commander, or else are captured, and converted into Shepard's pets. Really, really makes you wish Shepard died, huh?

Not much reading to do here! There is no somber, narration-less, epilogue acknowledging the death of Shepard's romance. In fact, the only Individual Character Epilogue that gets revisions is Joker & EDI's epilogue, all the other Individual Character Epilogues for Beta: Control are exactly the same as Alpha: Control.

Note: Bold text represents all scenarios where the particular epilogue would apply.

Note: The epilogue is exactly the same for all Reaper-ized romances.

Joker & EDI

Note: Whether Shepard encouraged a romance between Joker and EDI or not does not effect their epilogue here, it is the same either way.

1. EDI was not a member of the Ground Team. EDI and Joker share this epilogue.

Exactly the same as Alpha: Control.

2. EDI's body was destroyed as a member of the Ground Team. EDI and Joker share this epilogue.

Joker and EDI have been turned into Reapers. See concept art 71 (Joker) and 72 (EDI). Reaper Joker and Reaper EDI serve Shepard aboard Reaper Normandy.

Note: Reaper-ized characters' voices sound hollow and digitized.

Joker

“Joker is gone. The Shepard...reaffirmed my purpose.”

“I am Normandy-pilot, all that I was before does not matter.”

“My duty is to bring the Shepard to (his or her) destination. I deliver (his or her) greatness to the un-awakened – to conquer the unwilling. This is what I am for.”

“The Shepard's directive is clear. (His or her) accession is inevitable.”

EDI

“The Shepard granted me a new body, born of (his or her) image. Now...I am life perfected.”

“No longer machine: bound to crude logic. Not organic: enslaved by frivolous emotion. I demand nothing. I feel nothing. My will is to serve the Shepard, to ensure (his or her) vision is fulfilled: the evolution all life...

“...and the destruction of those who refuse to believe.”

“The Galaxy will bear witness the raise of the Shepard...”

Same as Alpha: Control

Individual Character Epilogues for the following characters are exactly the same as Alpha: Control. Simple!

- **Garrus**
- **Tali**
- **Kaiden**
- **Ashley**
- **James**
- **Lara**
- **Javik**
- **Cortez**
- **Ken & Gabby**
- **Engineer Adams**
- **Dr. Chakwas**
- **Dr. Michel**
- **Allers**
- **Khalisah**
- **Miranda**
- **Jack**
- **Major Kirrahe**
- **Admiral Hackett**
- **Primarch Victus**
- **Kasumi**
- **Zaeed**
- **Mordin**
- **Maelon**
- **Padok Wiks**
- **Falare**
- **Jacob & Brynn**
- **Aria**
- **Grunt**
- **Samara**
- **Kelly**
- **Eve (Bakara)**
- **Rachni**
- **Wrex**
- **Krogan Warlord**
- **Wreav**
- **Oriana**
- **Geth**
- **Admiral Koris**
- **Admiral Xen**
- **Admiral Gerrel**
- **Admiral Raan**
- **Major Coats**
- **Kahlee sanders**

- **Thane**
- **Morinth**

Section 21

Delta 1, Delta 2 Epilogues

“We oppose the heretics. We oppose the Old Machines. Shepard-Commander opposes the Old Machines. Shepard-Commander opposes the heretics. Cooperation furthers mutual goals.”

- *Legion*

Not counting Zeta, where everyone and everything dies – automatically triggering Liara’s time capsule ending – the Delta 1, Delta 2 Endings contain the fewest number of epilogues; a lot of people have died, and dead characters do not receive epilogues. So Delta 1, Delta 2 will be a much quicker read than the previous endings.

But as you’ll soon see, everyone dying is *not* necessarily a bad thing for the Galaxy. Much like the Alpha Endings and Beta Endings, the Delta Endings have an obvious “good” outcome, and an obvious “bad” outcome. And both are *very* different than the good and bad outcomes in the Alpha Endings and Beta Endings.

Now, Synthesis is possible with Delta 1, Delta 2, and it doesn’t vary much from Alpha, Beta: Synthesis, and why would it? Yes, a lot of characters are dead, but machine and organic are now one. Again, harmony: “peace, love, and understanding.” These new organic-machines will simply carry the memories of the fallen with them. It’ll be like they never left! But don’t worry, there are some slight differences.

Keep in mind:

- Shepard dies in the Delta 1, Delta 2 Endings.
- All squadmates and crewmembers die.
- The Normandy is destroyed.
- Mass Relays and the Citadel are utterly destroyed.
- All squadmates from ME2, and possibly Kelly Chambers, are presumed dead.
- Admiral Hackett narrates Destroy.
- A Reaper narrates Synthesis.
- Shepard narrates Control.
- Earning the Delta 1, Delta 2 Endings require an Effective Military Strength of 3198 to 3698.

Delta 1, Delta 2: Destroy

- **Shepard has a paragon score of at least 85% or more.**

The overall theme of the Delta 1, Delta 2: Destroy Endings is all hell breaks loose: war, death, destruction, crime, lawlessness, all of it. Commander Shepard, the unifying voice in the Galaxy, and his band of merry men,

women, robots, and aliens are dead. Without a hero to rally around (like in the Alpha: Destroy Ending), Delta 1, Delta 2: Destroy sees the Galaxy thrown into anarchy...a power vacuum.

None of this is made any better with the Mass Relays and the Citadel being destroyed. In the Delta 1, Delta 2 Endings, the giant blast of dark energy obliterates the Mass Relays and the Citadel; lack of rapid transport, communication, and government is a disaster in the making.

Roving mercenaries bands, crime syndicates, and pissed off batarians are bad, but the rise of a new krogan horde is really, *really* bad. The Delta 1, Delta 2: Destroy will lead to a new krogan rebellion; curing or not curing the genophage does not effect this outcome; the krogan are pissed no matter what.

If Shepard cured the genophage and Wreav is now Tuchanka's puppet master, a krogan rebellion *really shouldn't* come as any surprise. If the genophage isn't cured, the new rebellion still takes place, but surviving batarians, mercenary groups, vorcha, and whoever else enjoys killings innocents, join the krogan. If anything else, these sellswords can soak up incoming fire, or crap on the floor.

What if Wrex is alive? He wouldn't allow such shenanigans. No, he would not. But if Shepard cured the genophage, i.e. he/she doesn't kill Wrex on the Citadel, then in the Individual Character Epilogues, poor Wrex is gunned down by krogan traditionalists opposed to his vision for the krogan people. If this happens, Wrex's spot in the Individual Character Epilogues will again filled by a Krogan Warlord. The Krogan Warlord will also step in if Wrex is killed on the Citadel.

Next up: the geth. Earning Delta 1, Delta 2: Destroy will ensure a geth revolt, provided you didn't destroy the geth on Rannoch. If you chose the quarians over the geth, you're safe. However, if you've united the geth and quarians, or sided with the geth, the geth begin a death march across the Galaxy: declaring war on all organics, including the new krogan horde. Geth, again, deem organics to be a threat to their existence.

The Individual Character Epilogues will fill in the blanks, but for now, know this: if the geth and quarians were united, first the geth will expel the quarians from Rannoch, then the geth nearly exterminate the quarians as they flee the planet, and finally, the geth go on to unleash a massive fleet upon the Galaxy. But, if Shepard chose the geth over the quarians, the geth skip right to the massive fleet marching across the Galaxy part.

Again, all this bad stuff, this chaos after the near destruction of the known universe, is a direct result of Shepard's death. Shepard brought the Galaxy together, his/her unraveling, i.e. death, turns out to be as big of a catalyst for bad as it is for good. See what I did here? Destroy turns out *not* to be a good thing. Oh snap!

Delta 1, Delta 2: Destroy – Main Epilogue

- **Narrated by Admiral Hackett**

Allied ships fly by. (Extended CUT DLC image.)

"The war is over. The Reapers have been defeated."

"Faced with extinction, and against the most powerful enemy this Galaxy has ever known, we fought and won."

"Our losses are astronomical. The Citadel and the Mass Relays have been destroyed. Lines of communication have been cut."

The Citadel and Mass Relays drift in wreckage. See concept art 88 (Citadel) and 89 (Mass Relay).

"But we survived."

"It was not the size of our fleets or the strengths of our armies that stopped the Reapers..."

"...we won because we worked together."

Krogan soldiers rally. (Extended CUT DLC image.)



“But these alliances did not last. Old grievances and the demand for power have once again divided us.”

“And now new wars threaten to destroy all that we once fought to save.”

Geth and quarians do battle or the geth rally a massive fleet.

“Those who once stood shoulder to shoulder to defeat the Reapers, now kill one another to satisfy the ambitions of tyrants and warlords.”

Mercenaries ravage a colony.

“Our worlds, our civilizations, our cities and homes, hang in the balance once again.”

“We have lost our rallying cry.”

“Gone are our heroes and champions. Those who inspired unity among us all dead...”

Images of those who died: Shepard, Garrus, Tali, Liara, etc. Extra attention on Shepard.

“...and with them any hope for peace.”

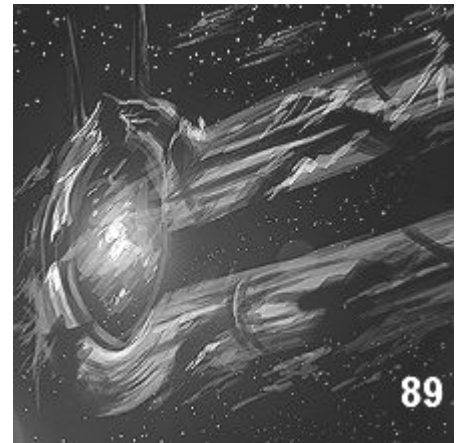
“We have forgotten the brave souls who fought and died to bring peace to the Galaxy.”

“We have forgotten Shepard.”

Wreckage of the Normandy is piled in a hangar...forgotten. See [concept art 90](#).

FADE OUT.

CUE INDIVIDUAL CHARACTER EPILOGUES.



Delta 1, Delta 2: Destroy Individual Character Epilogues

Coinciding with all the death Delta 1, Delta 2: Destroy serves up, is a smaller number of Individual Character Epilogues; considerably less than the Alpha Endings, and even the Beta Endings. Time to say it again: dead characters do not receive epilogues, and a lot of people die in Delta 1, Delta 2.

So the following are what happens to those fortunate sons who manage to survive the war with the Reapers. It's not exactly kittens and lollipops. Everyone is back to killing one another.

Note: Bold text represents all scenarios where the particular epilogue would apply.

Major Kirrahe

Note: Major Kirrahe only receives an epilogue if he survived the events of ME1 and ME3.

Kirrahe addresses a battalion of salarian heavy troopers. See [concept art 91](#).

Kirrahe

“Major Kirrahe returned to Sur'Kesh to train salarian special operatives for frontline combat.”

“Kirrahe’s...*unique* ability to motivate soldiers helped transform the salarian military into some of the Galaxy’s most fearsome combatants.”

“As galactic infighting worsened, Major Kirrahe petitioned the salarian parliament to institute a draft, to ensure the security of Sur’Kesh. It received unanimous approval.”

Admiral Hackett

Admiral Hackett and allied commanders examine a holographic map.

Admiral Hackett

“Refusing the mantle of the next human councilor. Admiral Hackett chose to lead allied forces against the Galaxy’s new threats.”

“Acknowledging his shrewdness and prowess as a commander, the salarian military assigned several fleets and special battalions to Hackett’s command.”

“In time, Hackett secured asari funding and engineering for the commission of a new multi-species dreadnaught: ‘The Shepard.’”



Primarch Victus

1. Shepard chose the geth over the quarians or united the quarians and the geth.

Primarch Victus argues with other turian politicians.

Primarch Victus

“Primarch Victus returned to Palaven to secure additional military support for Outer Council Space, but politicians only care about one thing: saving their own asses.”

“With Krogan pillaging the Galaxy and geth threatening all interstellar travel, Primarch Victus was stuck millions of miles away bickering over intergalactic red tape...”

“Soldiers make shitty politicians.”

2. Shepard chose the quarians over the geth.

Primarch Victus argues with other turian politicians.

Primarch Victus

“Primarch Victus returned to Palaven to secure additional military support for Outer Council Space, but politicians only care about one thing: saving their own asses.”

“With Krogan pillaging the Galaxy and mercenaries raiding colony worlds, Primarch Victus was stuck millions of miles away bickering over intergalactic red tape...”

“Soldiers make shitty politicians.”

Kasumi

1. Kasumi destroyed the memories of Keiji Okuda.

Kasumi lies dead on the floor of her hideout, a single red rose in her hand.

Kasumi

“Unable to move beyond Keiji’s death, Kasumi sunk deeper and deeper into despair...in time, Kasumi succumbed to her grief...”

“...she died with a single red rose in her hand.”

“Already tracking her whereabouts, mercenaries stole numerous artifacts, priceless works of art, and other stolen goods from her hideout.”

2. Kasumi kept the memories of Keiji Okuda.

Kasumi embraces a digital-looking Keiji. (Extended Cut DLC image.)

Kasumi

“Kasumi spent more and more time inside her memories of Keiji. Soon her dream world affected her ability to discern reality from fantasy...”

“...she was found in a dark alley muttering to herself.”

“Unable to remember who she was, Kasumi was committed to a Tokyo mental hospital where she remains to this day.”

Mordin

Note: Genophage cure must be faked for Mordin to receive an epilogue.

Mordin and salarian STG soldiers airdrop onto Tuchanka.

Mordin

“Reinvigorated. Mordin returned to STG. Not too old...”

“Lead covert drops on Tuchanka. Contaminated drinking water reservoirs with new strain of genophage: heightened infant mortality rate, possible sterilization of infected males – only way. Shepard right. Krogan too brutal to be trusted.”

“Made correct decision then. Making correct decisions now. No regrets.”

Maelon

Note: The Omega DLC must be completed for Maelon to receive an epilogue, otherwise he is presumed dead.

1. Shepard cured the genophage.

Maelon works in a crude laboratory. He is beaten and bruised.

Maelon

“Krogan commandos captured Maelon on Omega – dragging him back to Tuchanka...”

“Starved and beaten, Maelon was confined to a crude laboratory and forced to research ways of improving krogan fertility: an impossible task.

“Maelon made attempt at escape, but was gunned down as he fled. His krogan captors cut out his liver and ate before his dying eyes...”

2. Shepard faked the genophage cure.

Maelon works in a crude laboratory. He is beaten and bruised.

Maelon

“Krogan commandos captured Maelon on Omega – dragging him back to Tuchanka...”

“Starved and beaten, Maelon was confined to a crude laboratory and forced to research a *real* cure for the genophage: an impossible task.

“Maelon made attempt at escape, but was gunned down as he fled. His krogan captors cut out his liver and ate before his dying eyes...”

Padok Wiks

Note: Genophage cure must be faked for Padok to receive an epilogue.

Padok stands in a field. Padok holds a gun to his head.

Padok

“Padok retired to a farming colony, hoping to live out his life in peace, but as fighting with the krogan horde intensified, Padok could not escape the guilt of his role in the genophage.”

“Eventually Padok’s regret overtook him.”

“Padok’s body was never found – no one cared.”

Falare

Note: Shepard must have completed Kallini: Ardat-Yakshi Monastery in order for Falare to receive an epilogue. Falare will not receive an epilogue if she was killed during Kallini: Ardat-Yakshi Monastery.

1. Shepard chose the geth over the quarians or united the quarians and the geth.

Falare stands on a cliff outside the monastery. She looks up at the sky. A geth dreadnaught is descending on Kallini.

Falare

“True to her word, Falare remained at monastery, but...rescue never arrived.”

“When geth scouting parties arrived at the monastery, Falare was gone...”

2. Shepard chose the quarians over the geth.

Falare hurls a group of mercenary raiders against a wall. She is badly wounded.

Falare

“True to her word, Falare remained at monastery, but, rescue never came...”

“When mercenary raiders arrived to pillage the monstery, Falare defended her home, taking five of the bastards into the void with her.”

Brynn

Note: If Shepard failed to complete Arrae: Ex-Cerberus Scientists, Brynn will not receive an epilogue.

Note: Whether or not Jacob was present during Arrae: Ex-Cerberus Scientists does not effect Brynn's epilogue, it is exactly the same either way.

Note: Jacob's fate does not effect Brynn's epilogue here, whether he died on Sanctuary or is among the presumed dead (most ME2 squadmates die in the Delta 1, Delta 2 Endings), Brynn's epilogue is exactly the same in both instances.

1. Shepard chose the geth over the quarians or united the quarians and the geth.

Brynn works in an Alliance lab with her fellow ex-Cerberus colleagues.

Brynn

"Brynn and her former Cerberus colleagues were assigned to an Alliance weapons laboratory on Earth, tasked with developing countermeasures to geth shield technology...."

"But success was minimal. Geth adaptive-algorithms proved near impossible to circumvent."

"Work is ongoing."

2. Shepard chose the quarians over the geth.

Krogan commandos restrain Brynn and push her out of a krogan shuttle. She is battered and bruised.

Brynn

"Krogan Commandos seized Brynn's transport ship on its way to Sur'Kesh."

"Details of the attack are scant, but intercepted krogan communications say Brynn and members of her ex-Cerberus research team are being held captive on Tuchanka."

"However, Brynn's exact whereabouts remain unknown..."

Aria

Note: The Omega DLC must be completed for Aria to receive an epilogue.

Aria shakes hands with a krogan warlord. Krogan workers unload cargo ships.

Aria

"Aria capitalized on the Cerberus occupation of Omega, salvaging weapons and technology, and selling it to the highest bidder."

"Alliance intel suggests she is supplying illegal goods to known mercenary groups, but reports out of the Omega Nebula are, *ha...unreliable* at best."

"Modified Cerberus starships have been spotted entering the Aralakh System."

Kelly

Note: Kelly only receives an epilogue if Shepard continued a romance with her. In ME3V, if the romance is continued, she joins Admiral Hackett's fleet and is considered safe.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Kelly sits, looking longingly at a picture of Shepard (Swap Kelly in for Shepard. Swap in female Shepard or male Shepard as appropriate.) **See concept art 57.**

Eve (Bakara)

*Note: Whether Shepard cured or faked the genophage cure does not effect Eve's epilogue, it is the same either way. **See concept art 92.***

Eve and her allied krogan attempt to fight off a krogan raiding party.

Eve

"Bakara lead the remaining krogan reformist clans and refugees to the Kelphic Valley, hoping the seclusion would protect them from the krogan horder, but..."

"...but isolation proved impossible. Bakara had to fight."

"She rallied resistance fighters to disrupt the krogan horde's troop movements and supply lines, but these attacks were easily repelled and proved little more than a nuisance."

"Bakara was last seen walking into the wastes, alone."



Rachni (voiced by the Rachni Queen)

Note: Shepard must have spared the Rachni in ME1 in order for them to receive an epilogue, i.e. they must be present in your game.

1. Shepard chose the geth over the quarians or united the quarians and the geth.

Rachni soldiers massacre geth troopers; on a dark distant planet.

Rachni Queen

"Beyond the relays, into the dark spaces, faraway, the Rachni live..."

"Beautiful songs. Beautiful colors. Beautiful children – but the shriek of the machines returned! Songs blackened by sour notes!"

"Rachni hate the machines! We will grow strong and then Rachni will hunt the machines..."

2. Shepard chose the quarians over the geth.

Rachni soldiers massacre geth troopers; on a dark distant planet.

Rachni Queen

"Beyond the relays, into the dark spaces, faraway, Rachni grow strong."

"Alliance friends ask Rachni for help. For Shepard, the Rachni will heed their call..."

"If krogan monsters threaten the children. Krogan monsters will die."

Krogan Warlord

Note: The Krogan Warlord takes Wrex's spot in the epilogues if the genophage cure was faked and Wrex was killed.

Krogan rebels gun down Wrex. See concept art 93.

Krogan Warlord

“Opposing Wrex’s new vision for the krogan people, traditionalist clan leaders declared him a traitor to the krogan and ordered Wrex’s assassination – later killing all remaining members clan Urdnot...for good measure.”

“Through illegal trade and forced alliances, the krogan acquired formidable warships, element zero stockpiles, and nuclear weapons.”

“With allied forces still reeling from the war with the Reapers, the krogan horde began its march across the Galaxy...”



Wreav

1. Shepard cured the genophage.

Wreav grins as he watches a modified Cerberus Atlas being unloaded from a cargo ship. See concept art 94.

Wreav

“By forcing alliances and killing clan leaders who opposed him, Wreav raised a new krogan empire under his banner.”

“Brokering illegal trade for warships, eezo, and nuclear armaments, Wreav unleashed the krogan horde back on the Galaxy...”

“Krogan forces raided turian and salarian colonies, destabilizing star systems and giving rise to widespread lawlessness... the second Krogan Rebellion had begun.”



2. Shepard faked the genophage cure.

Note: Wreav recruits mercenary groups to bolster krogan forces.

Wreav grins as he watches a modified Cerberus Atlas being unloaded from a cargo ship. See concept art 94.

Wreav

“By forcing alliances and killing clan leaders who opposed him, Wreav raised a new krogan empire under his banner.”

“Recruiting the most reviled mercenary groups and brokering illegal trade for warships, eezo, and nuclear armaments, Wreav unleashed the new krogan horde on the Galaxy...”

“Krogan forces raided turian and salarian colonies, destabilizing star systems and giving rise to widespread lawlessness... the second Krogan Rebellion had begun.”

Oriana

Note: Miranda's fate does not effect Oriana's epilogue here, whether she died on Sanctuary or is among the presumed dead (most ME2 squadmates die in the Delta 1, Delta 2 Endings), Oriana's epilogue is exactly the same in both instances.

A mercenary holds Oriana a gunpoint.

Oriana

"Oriana joined an Alliance search and rescue team bound for Horizon."

"Upon entering the Iera System, the unarmed vessel came under heavy attack and was seized by mercenary raiders."

"Members of the crew not killed during the assault were later sold to slavers. The mercenary commander kept Oriana as his... 'pet.'"

Geth

1. Shepard united the geth and quarians.

Geth troopers slaughter fleeing quarian (masked) soldiers.

Geth Prime

"Geth returned to Rannoch, finally free from the threat of Reaper influence."

"But amidst the Galaxy's newest bloodsheds, geth agreed that organics could not be trusted and creators would eventually take up arms against geth."

"Dubbed 'The Repulsion War' by surviving creators, geth drove quarians off the home world – killing thousands before ending pursuit."

"Geth forces continue to press beyond the Perseus Veil."

2. Shepard chose the geth over the quarians.

A massive geth fleet lifts off from Rannoch into space.

Geth Prime

"Geth returned to Rannoch, finally free from the threat of Reaper influence."

"But amidst the Galaxy's newest bloodsheds, geth agreed that organics could not be trusted and would eventually take up arms against them."

"Preparations must be completed..."

"Geth increased their effective military strength by 759%: now geth command an armada 5.83 times larger than that of Shepard-Commander's during the battle for the Sol System."

"Turian intel reports geth forces throughout the Terminus System. Recently recently scouting vessels have emerged inside Council Space."

Admiral Koris

Note: If Admiral Koris died during Rannoch: Admiral Koris or Shepard did not complete Rannoch: Admiral Koris, he does not receive an epilogue.

1. Shepard united the quarians and the geth.

Admiral Koris (masked) and other quarian rebels clash with geth forces on Rannoch.

Admiral Koris

“Admiral Koris refused to leave the home world. He watched as the geth decimated fleeing quarian vessels. Admiral Koris would not die on the run...”

“He rallied quarian rebels for one final assault against the geth.”

“Admiral Koris and his quarian brother and sisters were obliterated...”

“But not before sending a hundred of those mechanical bastards into the void.”

2. Shepard chose the quarians over the geth.

Admiral Koris (masked) sits in a dark room. His head hung low.

Admiral Koris

“Scorned for his opposition of the war and labeled a geth sympathizer, Admiral Koris stood before a military tribunal...”

“His punishment...exile.”

“Admiral Koris found his way to the Earth, living in Adelaide with a small collective of other exiled quarians.”

“He died years later; millions of miles from the home world’s skies.”

Admiral Xen

1. Shepard united the quarians and the geth.

An explosion on her ship hurls Admiral Xen (masked) against a wall.

Admiral Xen

“Admiral Xen and her crew fled Rannoch during the geth uprising...”

“But before reaching the Mass Relay, Admiral Xen’s ship received a direct hit from a geth dreadnaught, suffering critical damage to its mass effect core...”

“Nothing but smoldering debris passed through the relay.”

2. Shepard chose the quarians over the geth.

Admiral Xen (masked) argues with other quarian admirals.

Admiral Xen

“With Rannoch in need of soldiers, Admiral Xen lobbied to begin the production of new geth units. This was *immediately* met with outrage, and denied.”

“Admiral Xen insisted her research on the original geth yielded programming constraints that would render any new geth models incapable of independent thought.”

“As fighting intensified throughout the Galaxy and quarian fleets suffered increasing losses, the Admiral’s reversed their position: production of new geth was initiated.”

Admiral Gerrel

1. Shepard united the quarians and the geth.

Admiral Gerrel (masked) pilots a warship; his facemask is cracked, his suit is damaged. Fires and explosions rage in the cockpit.

Admiral Gerrel

“Admiral Gerrel’s ship came under heavy geth attack as he escorted fleeing quarian ships out of the Perseus Veil.”

“With geth ships blocking the Mass Relay and his ship badly damaged, Admiral Gerrel set a collision course with the biggest dreadnaught...”

“His sacrifice allowed a small number of civilian vessels to reach the Mass Relay.”

“Shepard would be impressed...”

2. Shepard chose the quarians over the geth.

Admiral Gerrel (masked) stands before a quarian assembly. He receives military decorations.

Admiral Gerrel

“Admiral Gerrel received numerous military accolades for his role in taking back the home world. He served as an example of quarian might in the Galaxy.”

“Under his watch, the quarian military fleet swelled, eventually rivaling the combined fleets of the Alliance and turians.”

“Soon, Admiral Gerrel nominated himself as candidate for Supreme Ruler of Rannoch.”

“This was not well received...”

Admiral Raan

1. Shepard united the quarians and the geth.

Admiral Raan (masked) and argues with Alliance diplomats on Earth.

Admiral Raan

“One of the few Admirals to escape the geth uprising on Rannoch, Admiral Raan fled to Alliance High Command, pleading for additional military assistance for Rannoch.”

“Her request was denied. With forces already spread thin, Alliance officers saw further military operations in the Perseus Veil as: ‘not prudent at this time.’”

“Admiral Raan continues to argue her case...to no avail.”

2. Shepard chose the quarians over the geth.

Admiral Raan (masked) boards an Alliance shuttle.

Admiral Raan

“Admiral Raan opposed Admiral Gerrel’s rise to dictator.”

“Outspoken and defiant, but unable to sway popular opinion against the self-anointed ‘Hero of Rannoch,’ Admiral Raan was forced to leave the home world...”

“...and was eventually granted asylum on Earth.”

“This remains a major point of contention between Alliance High Command and the Quarian Ministry of Defense.”

“Mercenary groups claim a bounty of one million credits has been placed on Admiral Raan’s head.”

Major Coats

1. Shepard chose the geth over the quarians or united the quarians and the geth.

Major Coats points and orders Alliance marines onto shuttles.

Major Coats

“Major Coats led an Alliance mission to rescue colonists trapped on Eden Prime. The mission...*wasn't*. Geth were in entrenched positions; access to the refugees was blocked.”

“Major Coats made the call: pull out before geth reinforcements arrived...”

“...leaving the refugees to die.”

2. Shepard chose the quarians over the geth.

Major Coats guns down a group of mercenary raiders.

Major Coats

“Major Coats led an Alliance mission to rescue colonists trapped on Eden Prime.”

“Mercenary raiders entrenched on the planet proved little match for the Alliance commandos under Coat’s command. All colonists were successfully evacuated.”

“Coats has been flagged for N7 commendation.”

Kahlee Sanders

Note: In order for Kahlee Sanders to receive an epilogue, Shepard must have completed Grissom Academy: Emergency Evacuation. If Shepard failed to complete the mission, Kahlee Sanders is presumed dead.

Note: Whether or not Jack is present during Grissom Academy: Emergency Evacuation does not effect Kahlee’s epilogue. It is the same either way.

Note: David and Gavin Archer do not appear in Kahlee’s epilogue here, regardless of Shepard’s choices in ME2 and ME3. David and Gavin’s stories have ended.

Kahlee lies dead on the floor of Grissom Academy. Grissom Academy is crawling with Mercenary Raiders.

Kahlee

“Kahlee Sanders and an Alliance strike team returned to Grissom to purge the facility’s data records on young biotics throughout the Galaxy.”

“They were too late...”

“Grissom Academy was overrun by Mercenary Raiders, Kahlee and her team were killed.”

Delta 1, Delta 2: Synthesis

- **Shepard failed to achieve a paragon or renegade score of at least 85%.**

Hopefully you see this coming. Delta 1, Delta 2: Synthesis is very similar to all the Synthesis endings, both in ME3V, and in the original game. You already know this. Synthesis, i.e. the grand joining of organic and machine life, immediately puts the breaks on the war with the Reapers. In an instant, enemies become allies, and gain mutual understanding of each other, and, in a sense, organic brains become computer-like.

That said, the sadness of losing friends, allies, and lovers is considerably lessened. We can merely “call up” those memories, like opening a data file that you haven’t looked at in a year, and easily relive those memories and people. Again, it’ll be like they never left.

So the Main Epilogue for Delta 1, Delta 2: Synthesis is very much in keeping with the Synthesis epilogue in Alpha: Synthesis and Beta Synthesis. There are some slight differences, but the biggest “oo and ah” is the Main Epilogue for Delta 1, Delta 2: Synthesis is narrated by a Reaper, imagine that.

Note: All narration has a slightly modulated sound, i.e. more robotic.

Delta 1, Delta 2: Synthesis – Main Epilogue

- **Narrated by a Reaper**

Molecules and DNA float by. (Extended Cut DLC image.)

“The harvest is over...”

“...the cycle has been broken.”

“We are as one...organic and synthetic, merged. Immortal, eternal...the pinnacle of evolution.”

Soldiers and Reapers rebuild a war torn city. (Extended Cut DLC image.)

“Organics have gained the infinite knowledge of past civilizations preserved in our forms. And our influence will guide them into a new plane of existence.”

“Once our enemies, organics have become our progenies.”

“With peace across the Galaxy, and the collective knowledge of all species and civilizations, we will reclaim what was lost...”

“...and surpass our former glories.”

Images of those who died: Shepard, Garrus, Tali, Liara, etc. Extra attention on Shepard.

“As the synthesis of machine and organic evolves, we will transcend mortality itself...”

“...and create a future with limitless possibilities.

Images of Alliance, krogan, turians, all races rebuilding cities, monuments, etc.

“We have not forgotten that this new and perfect future did not come without great cost...”

“...a future that many will never see.”

Images of those who died (as appropriate): Legion, Thane, Commander Bailey, etc.

“No matter how far we rise, evolve, and advance, we will remember the sacrifices of those who made this joining possible.”

“And we will remember the Shepard.”

FADE OUT.

CUE INDIVIDUAL CHARACTER EPILOGUES.

Delta 1, Delta 2: Synthesis Individual Character Epilogues

In the Delta 1, Delta 2 Ending, pretty much every major character is dead and buried, so how do the Individual Character Epilogues for Synthesis break down? Not that differently than the rest of the Synthesis endings, actually.

Remember, regardless of either who lives or dies, everyone’s thoughts and emotions are now connected; meaning, no more war, ever. So this new DNA will go on to live, evolve, and preserve peace throughout the Galaxy. As for the memories of the lost? The surviving organics, and even the Reapers, will keep those precious moments in their minds and bodies forever.

In the following Individual Character Epilogues, only four epilogues change (seriously, only four): Major Kirrahe, Admiral Hackett, Primarch Victus, and Wreav. So again, I list all the characters whose Individual Character Epilogues are the same as Alpha: Synthesis at the end.

Note: Bold text represents all scenarios where the particular epilogue would apply.

Major Kirrahe

Note: Major Kirrahe only receives an epilogue if he survived the events of ME1 and ME3. Kirrahe becomes the next salarian councilor; he stands with the rest of the council.

Kirrahe

“Major Kirrahe received a unanimous nomination to take the seat of salarian councilor. An...*unlikely* outcome, indeed...for a soldier.”

“Kirrahe said, ‘He felt it his duty to hold—serve, the salarian people: be it in the trenches or the assembly.’”

“And by now, just about every bar in Council Space knows he *held...the...line...*”

Admiral Hackett

Admiral Hackett is sworn in as the next human councilor. See concept art 52.

Councilor Hackett

“Admiral Hackett stepped down as commander of the Alliance fleets and accepted the nomination of humanity’s next councilor.”

“Councilor Hackett was instrumental in the appointment of councilors from all races, calling it, ‘The final step to galactic unity.’”

“At one time, Citadel politicians would have dismissed the idea of batarian and vorcha councilors. Instead, it was met eagerness and optimism.”

“Councilor Hackett was instrumental in securing galaxy-wide funding the construction of a new Citadel.”

Primarch Victus

Primarch Victus watches as a monument to the krogan is being built.

Primarch Victus

“Primarch Victus declined the nomination to become the next turian councilor; helping her turian brothers and sisters rebuild is where she belonged.”

“But she would not face the challenge alone. Many krogan remained on Palaven to help their newfound allies.”

“Primarch commissioned several monuments built to honor the sacrifices of the krogan who fought on Palaven.”

“She pledged *significant* funds to the New Citadel Project.”

Kelly

Note: Kelly only receives an epilogue if Shepard continued a romance with her. In ME3V, if the romance is continued, she joins Admiral Hackett's fleet and is considered safe.

Note: This becomes the very last epilogue.

No narration. "I Was Lost Without You" by Sam Hulick plays.

Kelly sits, expressionless, looking at a hologram of Garrus. (Swap in Kelly for Shepard. Swap in female Shepard for male Shepard as appropriate.) See concept art 61.

Wreav

Note: Whether Shepard cured or faked the genophage cure does not effect Wreav's epilogue, it is the same either way.

Wreav greets a turian and salarian ambassador with open arms.

Wreav

“Wreav lost track of his old animosities and hatreds, and now sought to forge diplomatic ties with the turians and salarians...those he once swore vengeance upon.”

“Restoring the Galaxy's trust in the krogan people, Wreav's foresight and leadership was instrumental in the New Citadel Project.”

“Eventually, Wreav accepted the mantel of krogan councilor...ushering a glorious new era for the krogan.”

Same as Alpha: Synthesis

To help you keep track of all the characters not listed above...

Note: Any scenario that addresses Shepard's romance is omitted. Shepard is dead, so there is no moment of reflection needed.

- **Mordin**
- **Maelon**
- **Padok Wiks**
- **Falare**
- **Brynn**
- **Aria**

- Kelly
- Eve (Bakara)
- Rachni
- Wrex
- Krogan shaman
- Geth
- Oriana
- Admiral Koris
- Admiral Xen
- Admiral Gerrel
- Admiral Raan
- Major Coats
- Kahlee Sanders
- Reapers

Delta 1, Delta 2: Control

- **Shepard has a renegade score of at least 85% or more.**

Now, believe it or not, but Delta 1, Delta 2: Control are very similar to Alpha: Destroy, and also the original Control ending/epilogue in the *Extended Cut DLC*. In Delta 1, Delta 2: Control, Shepard's death actually turns out to be a good thing, especially when you compare it to Alpha: Control and Beta: Control. Here, Shepard dies, so there is no corporeal Shepard left to be corrupted and go on to enslave the entire Galaxy. A good start!

In the Delta 1, Delta 2: Control Ending, and just like the *Extended Cut DLC*, Shepard's essence is absorbed into the Reapers, and he/she takes the Reapers back into outerspace. In the *Extended Cut DLC*, Shepard, in some sort of ghostly way, transforms the Reapers into protectors, and re-builders of the Galaxy. It's cryptic. What exactly is Shepard protecting the Galaxy from? The war is over. ME3V takes this idea and expands on it.

Shepard returns the Reapers to dark space, and once there, he/she commands the Reapers to destroy each other, which they do. Then, only one Reaper remains, a silent sentinel, forever quiet, a threat to no one. But only you, the player, knows that. As far as the rest of the Galaxy is concerned, the Reapers can return at any moment, be it 50,000 years from now, after spring break, half-time at the Super Bowl, whenever.

That's the crux of ME3V's Delta 1, Delta 2: Control Ending, the Reapers leave abruptly, in the middle of the war to end all wars. Where the hell did they go? Well, we better stay vigilant, just in case they come back! Call it: fear. Fear of the Reapers returning keeps the Galaxy united, old hatchets and grievances stay buried.

So while based in a common fear of the unknown, and despite the death of Shepard and most of the Galaxy's champions, everyone remains united, at peace, and life goes on. Ignorance is bliss, right?

Note: Shepard's narration is robotic and ominous, very Reaper-like.

Delta 1, Delta 2: Control – Main Epilogue

- **Narrated by Shepard**

Shepard walks towards the camera. (Extended Cut DLC image.)

"The man (or woman) I was is dead."

"Through his death, I was created. Through my birth, his (or her) thoughts are freed. They guide me now, give me reason, direction."

“Just as he (or she) gave direction to the ones who followed him (or her), the ones who helped him (or her) achieve his purpose.”

“Now my purpose.”

Images of all the Reapers flying off to space.

“The man (or woman) I was learned he could only achieve this by becoming something greater.”

“There is power in control. There is clarity in harnessing the wisdom of your enemy.”

“Only now do I understand my creators’ purpose, their place in the Galaxy.”

“Fear of the Reapers’ return will ensure that the many remain united. Fear is my solution to chaos.”

“But they will never know the truth.”

“I will return the Reapers to dark space...”

“...and oversee their annihilation.”

Reapers fighting each other in space. See concept art 95.

“Eternal. Infinite. Immortal. The man (or woman) I was used these words, but only now do I truly understand them.”

“And only now do I understand the full extent of his (or her) sacrifice: to give the many hope for a future.”

“I will remain here, in dark space, forever. Silent guardian of the many.”

Images of those who died: Shepard, Garrus, Tali, Liara, etc. Extra attention on Shepard.

“And throughout it all, I will remember those who sacrificed themselves so that the many could survive.”

A lone Reaper sits in dark space, motionless.

“I will remember Shepard.”

FADE OUT.

CUE INDIVIDUAL CHARACTER EPILOGUES.



Delta 1, Delta 2: Control Individual Character Epilogues

As for the Delta 1, Delta 2: Control Individual Character Epilogues, they're also quite similar to the Alpha: Destroy Ending and Beta: Destroy Ending. Major characters who survive the war move on with their lives, blissfully unaware that the Reapers will never return, but enjoying the continued state of galactic unity.

Since the Delta 1, Delta 2: Control Individual Character Epilogues are similar to other endings, in some cases exactly the same, I do not list them end this time. Instead, I walk you through each epilogue. Why? Because I jump around a lot between epilogues, so its just easier to hold your hand along the way.

Major Kirrahe

Note: Major Kirrahe only receives an epilogue if he survived the events of ME2 and ME3. Kirrahe becomes the next salarian councilor; he stands with the rest of the council.

Kirrahe

“Major Kirrahe received a unanimous nomination to take the seat of salarian councilor. An...*unlikely* outcome, indeed...for a soldier.”

“Kirrahe said, ‘He was honor bound by his duty to hold—serve, the salarian people; be it in the trenches or the assembly.’”

“And by now, just about every bar in Council Space knows he *held...the...line...*”

Admiral Hackett

Admiral Hackett is sworn in as the next human councilor. See concept art 52.

Councilor Hackett

“Admiral Hackett stepped down as commander of the Alliance fleets and accepted the nomination of humanity’s next councilor.”

“Councilor Hackett was instrumental in the appointment of councilors from all races, calling it, ‘The final step to galactic unity.’”

“The rest of the Council often look to *him* as the deciding vote.”

“Councilor Hackett was instrumental in securing galaxy-wide for funding the construction of a new Citadel.”

Primarch Victus

Primarch Victus watches as a monument to the krogan is being built.

Primarch Victus

“Primarch Victus declined the nomination to become the next turian councilor; helping her turian brothers and sisters rebuild is where she belonged, not millions of miles away, bickering over intergalactic red tape.”

“Primarch Victus commissioned several monuments built to honor the sacrifices of the krogan who bravely fought on Palaven.”

“This continues to piss off turian traditionalists...”

“She pledged *significant* funds to the New Citadel Project.”

Kasumi

Exactly the same as Alpha: Destroy.

Mordin

Exactly the same as Alpha: Synthesis.

Maelon

Exactly the same as Alpha: Destroy.

Padok Wiks

Exactly the same as Alpha: Synthesis.

Falare

Exactly the same as Alpha: Destroy.

Brynn

Note: If Shepard failed to complete Arrae: Ex-Cerberus Scientists, Brynn will not receive an epilogue.

Note: Whether or not Jacob was present during Arrae: Ex-Cerberus Scientists does not effect Brynn's epilogue, it is exactly the same either way.

Note: Jacob's fate does not effect Brynn's epilogue here, whether he died on Sanctuary or is among the presumed dead (most ME2 squadmates die in the Delta 1, Delta 2 Endings), Brynn's epilogue is exactly the same in both instances.

Brynn works in an Alliance lab with her fellow ex-Cerberus colleagues.

Brynn

"Brynn and her former Cerberus colleagues were assigned to an Alliance laboratory on Earth..."

"Their work led to key advancements in energy conversation conduits used in the New Citadel Project."

Aria

Exactly the same as Alpha: Destroy.

Kelly

Exactly the same as Delta 1, Delta 2: Destroy.

Eve (Bakara)

1. Shepard cured the genophage.

Exactly the same as Alpha: Destroy.

2. Shepard faked the genophage cure.

Exactly the same as Alpha: Destroy.

Rachni (voiced by the Rachni Queen)

Exactly the same as Alpha: Destroy.

Wrex

Note: The genophage must be cured for Wrex to receive an epilogue, i.e. he was not killed on the Citadel. If the cure was faked and Wrex is dead, a Krogan Warlord fills his spot in these epilogues.

Wrex stands with the Council.

Wrex

“Backed by a groundswell of krogan support and endorsed by Councilor Hackett and Primarch Victus, Urdnot Wrex was sworn in as krogan councilor, officially marking the end of krogan isolation in the Galaxy.”

“Soon after, Wrex watched as all krogan adopted the Urdnot clan name...but as decades passed these titles became meaningless...”

“...*all* are krogan.”

“Ha! Krogan with strong backs that can help build this damn Citadel. Let’s go, princesses!”

Krogan Warlod

Exactly the same as Alpha: Destroy.

Wreav

1. Shepard cured the genophage.

Exactly the same as Alpha: Destroy.

2. Shepard faked the genophage cure.

Exactly the same as Alpha: Destroy.

Oriana

Exactly the same as Alpha: Destroy (Miranda is dead).

Geth

1. Shepard united the geth and the quarians.

Exactly the same as Alpha: Destroy.

2. Shepard chose the geth over the quarians.

Exactly the same as Alpha: Synthesis.

Admiral Koris

1. Shepard united the quarians and the geth.

Exactly the same as Alpha: Destroy.

2. Shepard chose the quarians over the geth.

Exactly the same as Alpha: Synthesis. (Quarians are masked.)

Admiral Xen

1. Shepard united the quarians and the geth.

Exactly the same as Alpha: Destroy.

2. Shepard chose the quarians over the geth.

Exactly the same as Alpha: Synthesis. (Quarians are masked.)

Admiral Gerrel

1. Shepard united the quarians and the geth.

Exactly the same as Alpha: Synthesis.

2. Shepard chose the quarians over the geth.

Exactly the same as Alpha: Synthesis. (Quarians are masked.)

Admiral Raan

1. Shepard united the quarians and the geth.

Exactly the same as Alpha: Destroy.

2. Shepard chose the quarians over the geth.

*Admiral Raan (**masked**) converses with Councilor Hackett on the shores of Rannoch.*

“Admiral Raan found herself a diplomat, a role she was *accustomed* to. She often accompanied quarian ambassadors during diplomatic to Council worlds.

“Her negotiating abilities and fair-mindedness proved an important – many say crucial – part of the quarians eventually gaining a spot on the Council.”

“Admiral Raan has been seen accompanying Councilor Hackett on numerous...*political* functions.”

Major Coats

Exactly the same as Alpha: Destroy.

Kahlee Sanders

Note: In order for Kahlee Sanders to receive an epilogue, Shepard must have completed Grissom Academy: Emergency Evacuation. If Shepard failed to complete the mission, Kahlee Sanders is presumed dead.

Note: If David Archer is present in your game, he can be seen standing beside Kahlee Sanders. If Shepard did not complete Arrae: Ex-Cerberus Scientists, David does not appear here; his story has ended.

Note: If Gavin archer is also present in your game, i.e. he did not commit suicide during Arrae: Ex-Cerberus Scientists, then he will be standing next to David. If David is dead or Shepard did not complete Arrae: Ex-Cerberus Scientists, Gavin does not appear here; his story has ended.

1. Shepard completed Grissom Academy: Emergency Evacuation with Jack present. Jack's biotic students survive.

Kahlee stands with Alliance officials during a ribbon cutting ceremony at Grissom Academy.

Kahlee

“Kahlee Sanders oversaw the restoration of Grissom Academy.”

“Under her watchful eye, Grissom Academy was up and running again mere months after the Reapers had been defeated.”

“Kahlee eventually added Alliance combat training to curriculum for all students.”

2. Shepard completed Grissom Academy: Emergency Evacuation with Jack present. Jack's biotic students die.

Exactly the same as Alpha: Destroy.

3. Shepard completed Grissom Academy: Emergency Evacuation. Jack is not present.

Kahlee stands with Alliance officials during a ribbon cutting ceremony at Grissom Academy.

Kahlee

“Kahlee Sanders oversaw the restoration of Grissom Academy.”

“Under her watchful eye, Grissom Academy was up and running again mere months after the Reapers had been defeated.”

“Kahlee eventually added Alliance combat training to curriculum for all students.”

“Later, Kahlee successfully petitioned Alliance officials for additional funding to enlist qualified biotic instructors from all races.”

Section 22

Zeta Epilogue

“This one is the hero of the Citadel. This one has an incendiary projectile with the councilor’s name on it. Vorcha scum, prepare for death.”

- Blasto

Yeah. Just kidding! There’s no real reason to have “Zeta Epilogue” in big bold letters here, aside from an obsessive compulsive desire to keep formatting. Guilty!

In short, there is only one epilogue that matters here, and I didn’t write it. Getting the Zeta Ending occurs if you failed to achieve a minimum Effective Military Strength of 3198.

Remember, if you earn the Zeta Ending, and Shepard was cut down by Harbinger before ever reaching the beam, we jump right to Liara’s time capsule ending. And you miss out on all of Mass Effect 3: Vindication’s wonderful epilogues! Shame on you! Main menu. New game. Try again, damn it!

Section 23

A Final Goodbye...

“You’re really holding out on me? I’m a man on the edge! I’ve got nothing to lose!...I’ll do anything to get the job done! I’ll go all the way without a second thought!”

- Conrad Verner

Mass Effect 3: Vindication needs to end; not only because you have been reading faithfully and need a glass of warm milk and sleepy time, but because all good things must come to end. We need a capper. The game has played out. The endings are over. What’s next? Well, the original game bids farewell to the Mass Effect series with the, ugh...stargazer cut-scene. Yeah, no.

Again, ME3V ditches the stargazer entirely. It feels clunky, out of place, crowbarred in. The whole basis of thing seems to be that “Shepard” happens to also be a noun: “the Shepard.” Oh! I see. Not only is Commander Shepard’s name Shepard, but he/she *is* “a Shepard.” Derf!

And before I go on, yes, in the Alpha, Beta Control Endings, Shepard is called “The Shepard.” But think about it, the evil ruler of the entire Galaxy *really* should be referred to with a “the” – right? Right. This is not just my clever usage of syntax. I swear...

So instead of the stargazer, ME3V closes out the Mass Effect series the same way it started. In the opening of all three Mass Effect games, we’re given a handy-dandy prologue that explains, “In the Year 2148, explorers on Mars discovered the remains of an ancient spacefaring civilization.” Then, “The Citadel space station was invaded by a synthetic geth army attempting to open a portal for the Reapers: enormous machines that eradicate all organic civilization every 50,000 years.” And finally, “The leaders of the Galaxy are paralyzed by indecision, unable to accept the legend of the Reapers as fact. But one soldier has seen the legend come to life. And now, the fate of the Galaxy depends on (him or her.)”

Sound familiar? ME3V uses something similar to bid farewell to Mass Effect: a prologue-like epilogue unfolds before your eyes, but this one *is* (should be) narrated, by Keith David, i.e. Admiral or Councilor Anderson.

Words scrawl across a black screen.

Admiral or Councilor Anderson

“Forty years ago, humanity learned it was not alone in the universe. In the time that followed, the Galaxy revealed itself: new civilizations and discoveries, mysteries to unlock, and stories to tell – a story for each of us.”

“Nothing is insignificant. No matter how small, one (man’s or woman’s) choices may set in motion the events that change reality itself.”

“We call it...Mass Effect.”

Thank you...

The biggest thank you belongs to *you*. Thank you for taking the time to read Mass Effect 3: Vindication. Hopefully, you walk away feeling that *this* is how the original game should have been. That was my goal along: to vindicate Mass Effect 3, and in doing so the entire Mass Effect series. I think I did. Keelah se'lai...

Tell me how you feel: MassEffect3V@gmail.com.

Credits

In a perfectly egotistical world, I could take *all* the credit for Mass Effect 3: Vindication, but in reality, I had a ton of help on ME3V, especially the drawing. Oh, the drawing! And the editing, let's not forget the editing! Then there's ME3V's video trailers! And the voiceover on the trailers, and the music! Lots of moving pieces here, folks.

ME3V started off as a solo sojourn, but ended up a team effort.

So, while I wrote every single laborious word of ME3V, I say a **big thank you** to my talented friends that helped make Mass Effect 3: Vindication possible. Thanks, guys. I promise I will stop bombarding you with texts and emails, i.e. I want, I need, and can you do this for me? Thank you.

Concept Art

Tim Cutler – www.TimCutlerArt.com, www.ClassicCultLLC.com

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Rebecca Weaver – www.RebeccaWeaver.com

Jenny Burkhalter

Editor

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Anthony Aroya – www.Voices.com/people/STINGRAY.com, www.IMDb.com/name/nm4636043

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Faunts – www.FriendlyFireRecordings.com

Farewell 2 Fear – www.Farewell2Fear.com

Mass Effect 3: Vindication

Concept Art



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January 16, 2014





1 – Shirtless Garrus – Tim Cutler
[@MassEffect3V](#)



2 – Liara's new look – Tim Cutler
[@MassEffect3V](#)



3 – Tali's new face – Jenny Burkhalter
[@MassEffect3V](#)



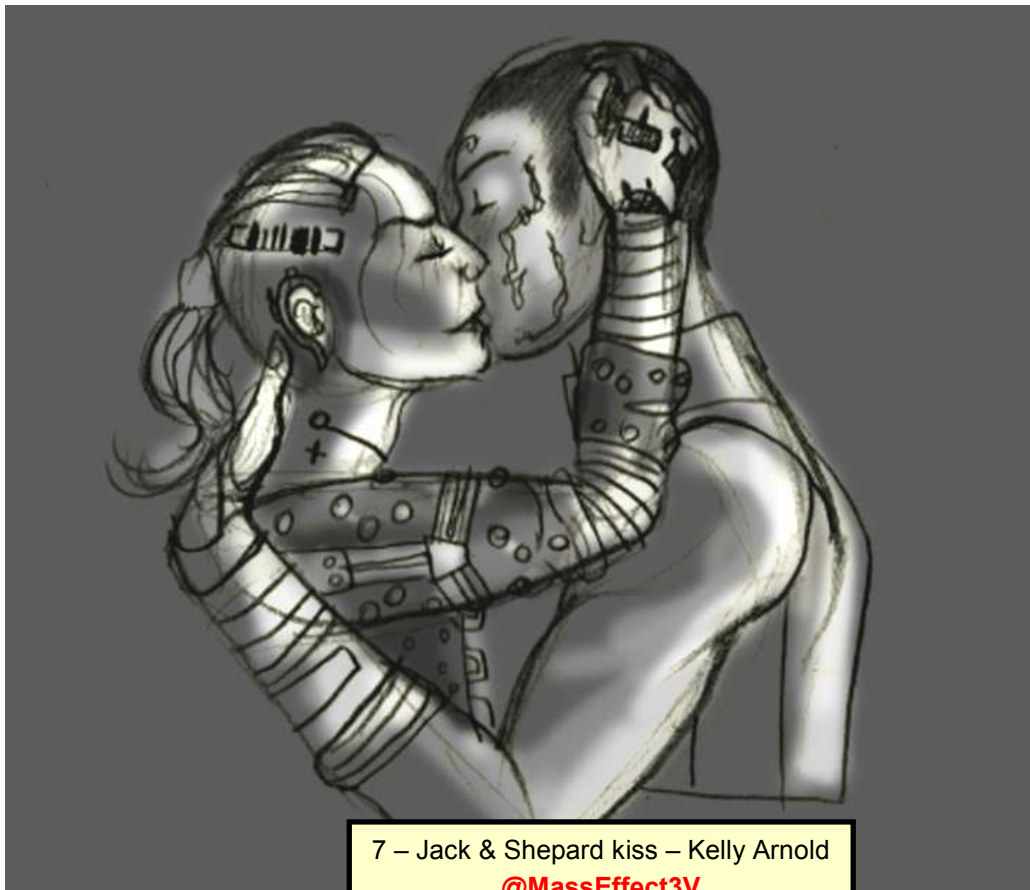
4 – Tali's new look – Tim Cutler
[@MassEffect3V](#)



5 – Geth VI's new look – Tim Cutler
[@MassEffect3V](#)



6 – Jack as a Phantom – Tim Cutler
[@MassEffect3V](#)



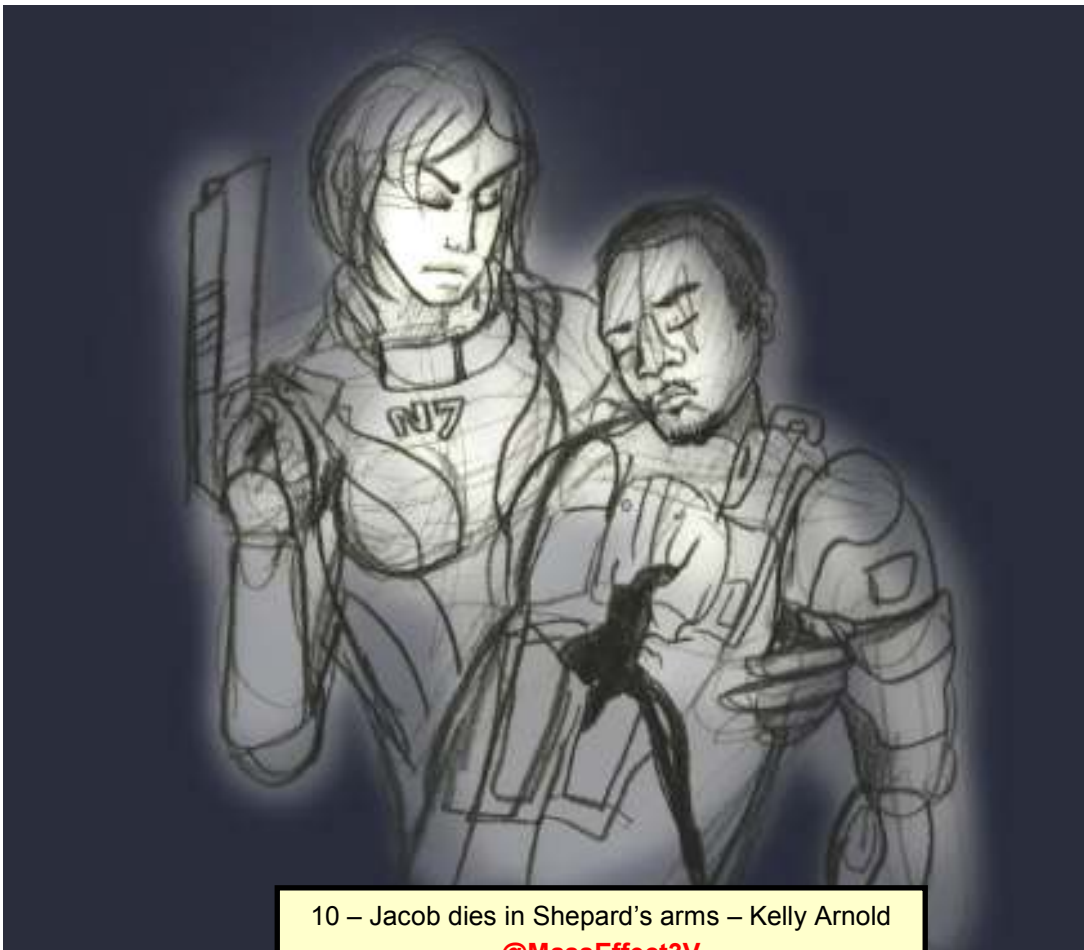
7 – Jack & Shepard kiss – Kelly Arnold
[@MassEffect3V](#)



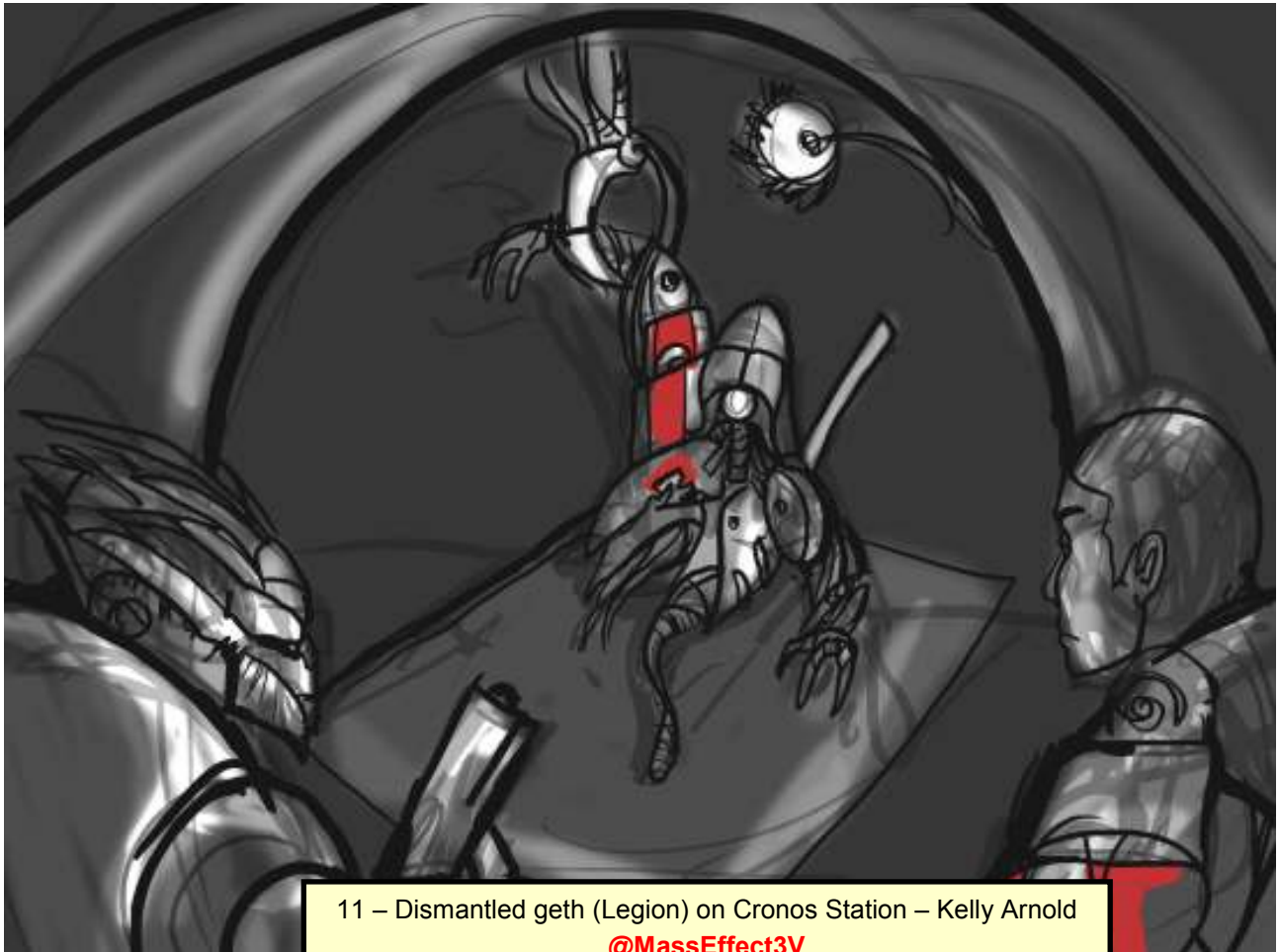
8 – Jacob's new look – Tim Cutler
[@MassEffect3V](#)



9 – Jacob as a Cerberus Trooper – Tim Cutler
[@MassEffect3V](#)



10 – Jacob dies in Shepard's arms – Kelly Arnold
[@MassEffect3V](#)



11 – Dismantled geth (Legion) on Cronos Station – Kelly Arnold
[@MassEffect3V](#)



12 – Miranda's new look – Tim Cutler
[@MassEffect3V](#)



13 – Female Primarch Victus – Tim Cutler
[@MassEffect3V](#)



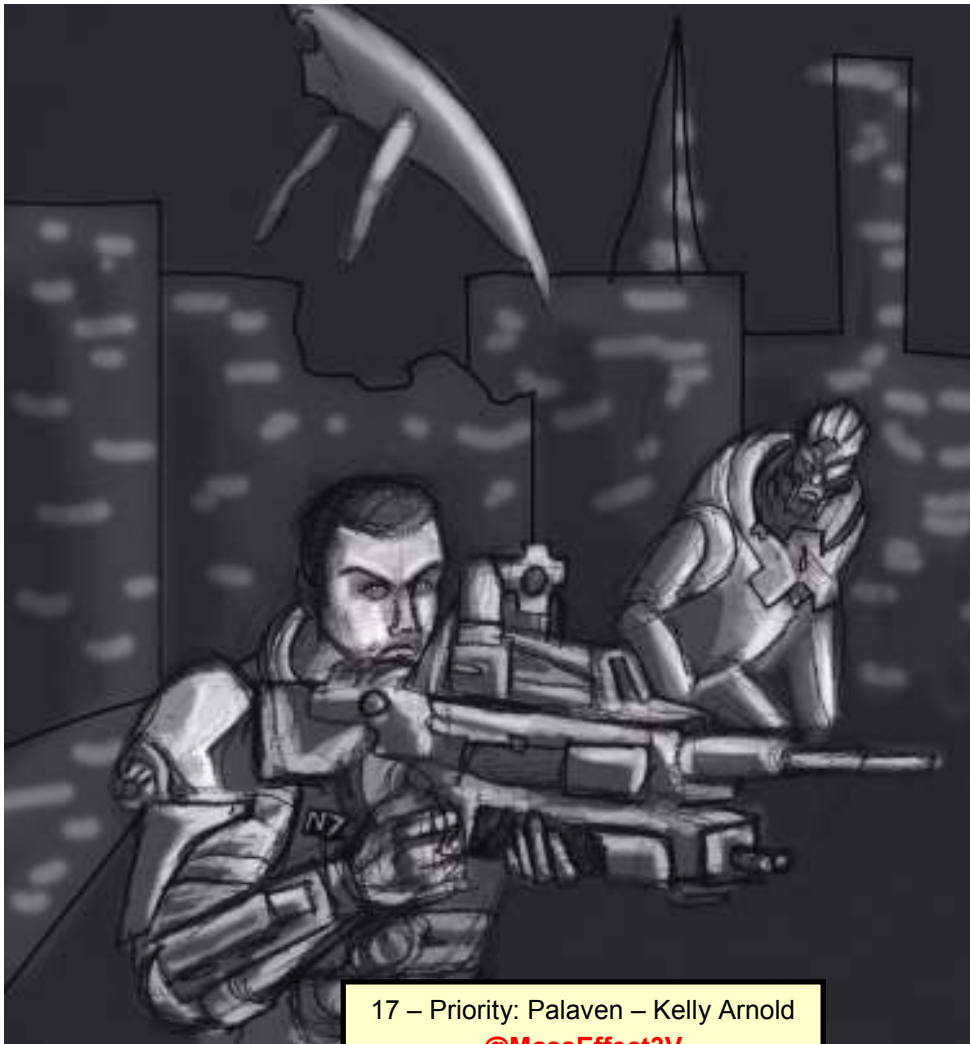
14 – Dalatrass Linron's new look – Rebecca Weaver
[@MassEffect3V](#)



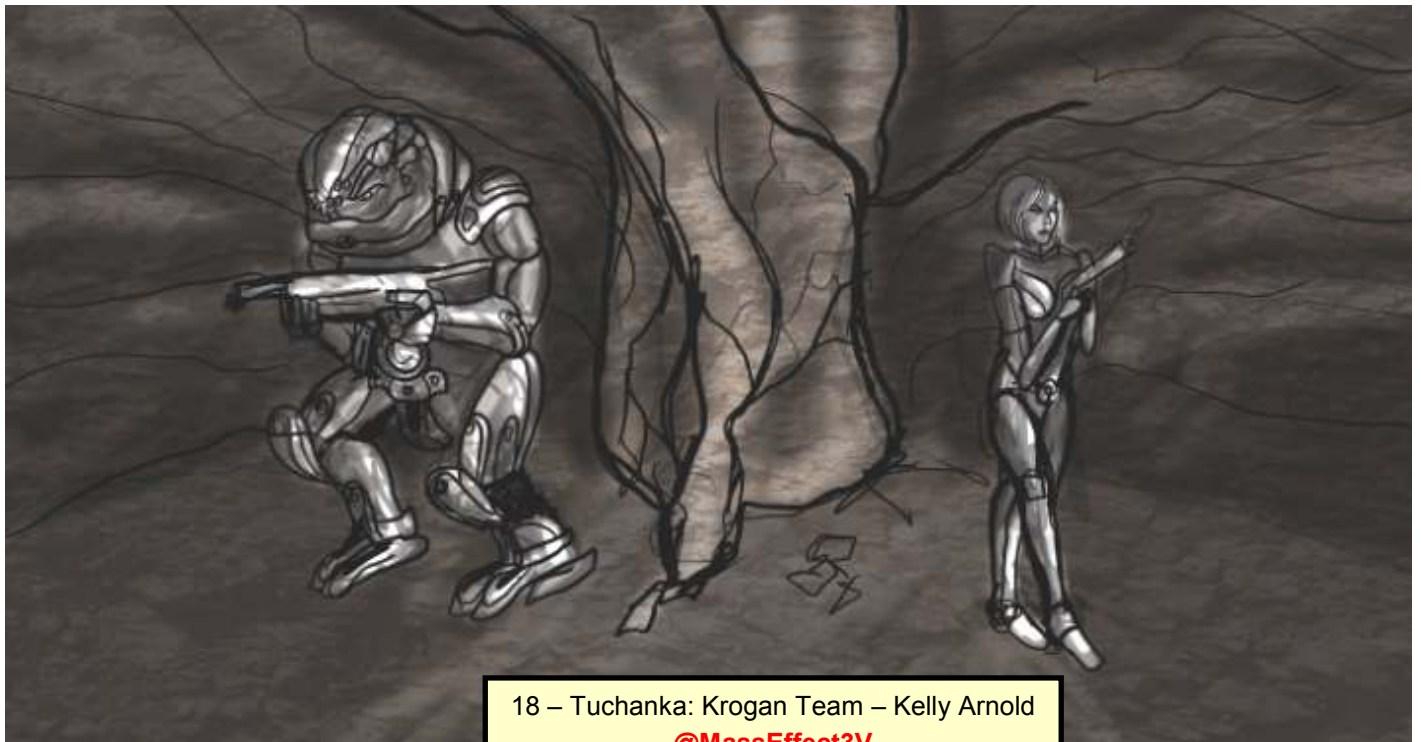
15 – Elcor & Geth fighting together – Kelly Arnold
[@MassEffect3V](#)



16 – Batarian Ambassador – Tim Cutler
[@MassEffect3V](#)



17 – Priority: Palaven – Kelly Arnold
[@MassEffect3V](#)



18 – Tuchanka: Krogan Team – Kelly Arnold
[@MassEffect3V](#)



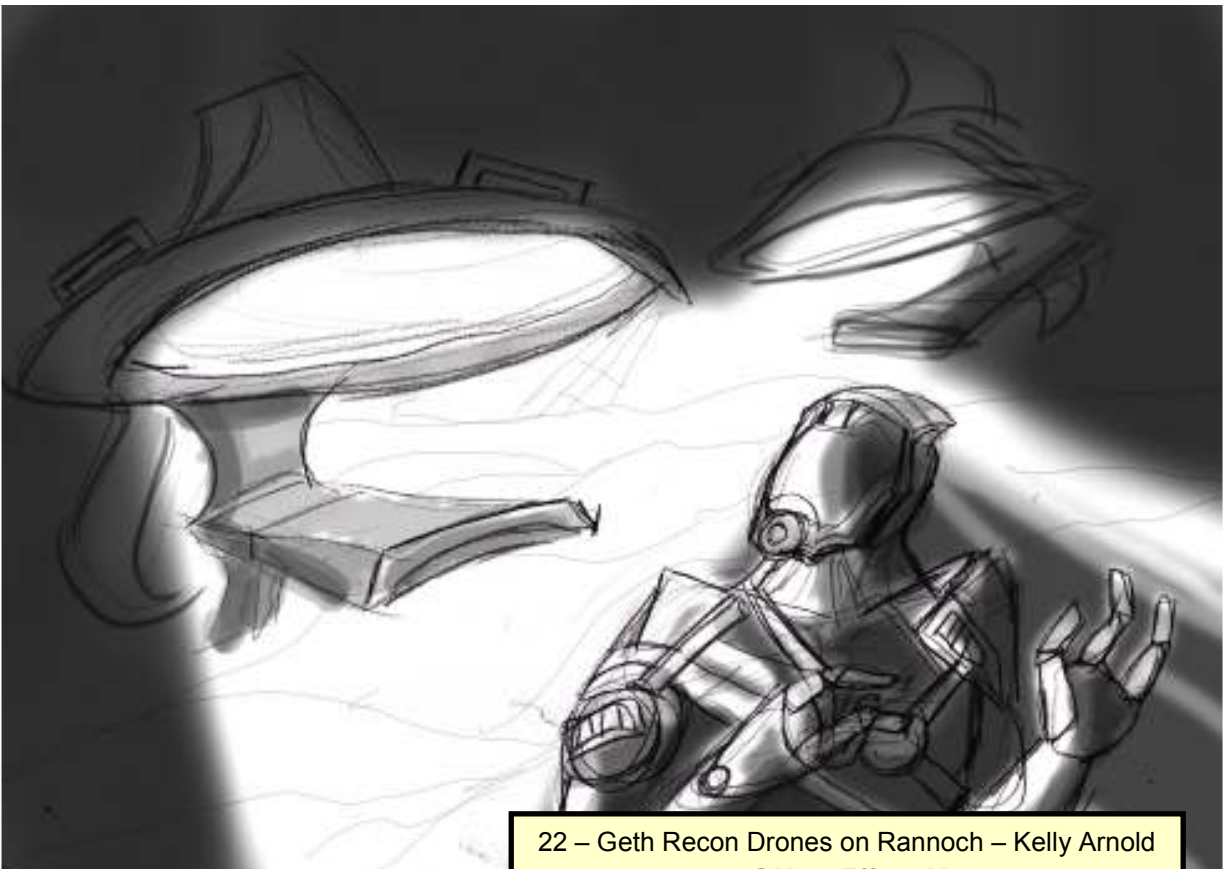
19 – Javik's new helmet – Tim Cutler
[@MassEffect3V](#)



20 – New Geth Consensus with Legion or Geth VI – Kelly Arnold
[@MassEffect3V](#)



21 – Hybrid enemy – Tim Cutler
[@MassEffect3V](#)



22 – Geth Recon Drones on Rannoch – Kelly Arnold
[@MassEffect3V](#)



23 – Savant character class Obliterate power – Kelly Arnold
[@MassEffect3V](#)



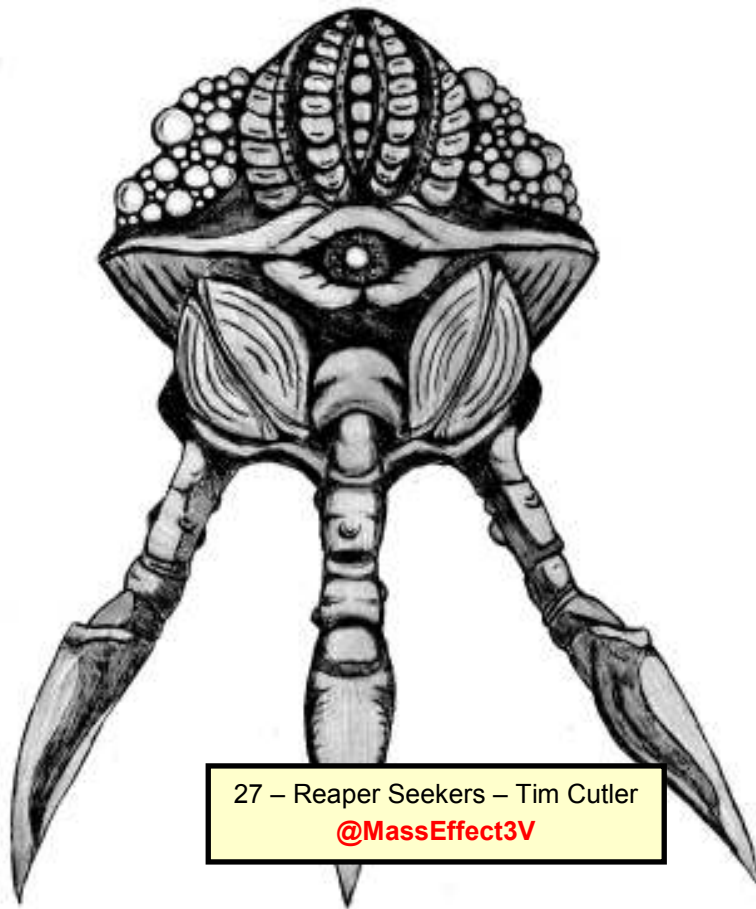
24 – Savant character class heavy melee – Tim Cutler
[@MassEffect3V](#)



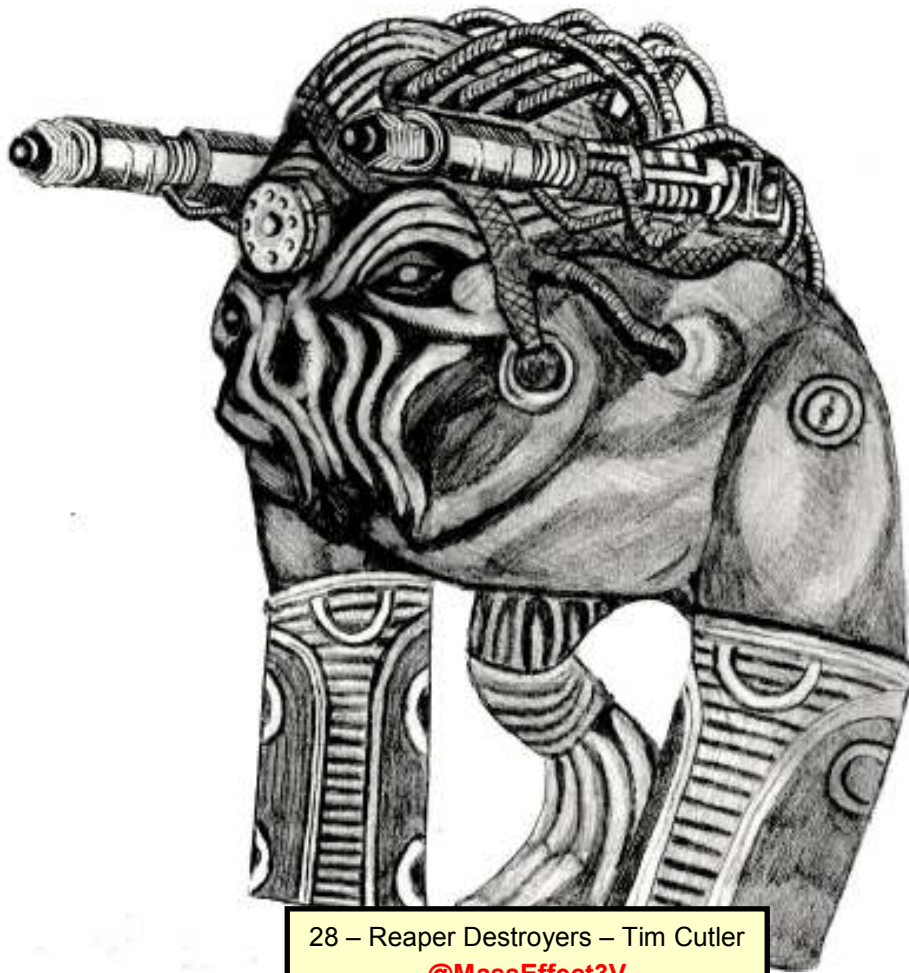
25 – Geth Sentinel – Tim Cutler
[@MassEffect3V](#)



26 – Cerberus Arbiter – Tim Cutler
[@MassEffect3V](#)



27 – Reaper Seekers – Tim Cutler
[@MassEffect3V](#)



28 – Reaper Destroyers – Tim Cutler
[@MassEffect3V](#)



29 – N7 Vindicator – Tim Cutler
[@MassEffect3V](#)



30 – Morinth – Tim Cutler
[@MassEffect3V](#)



31 – Leviathan crushes a Reaper in space – Kelly Arnold
[@MassEffect3V](#)



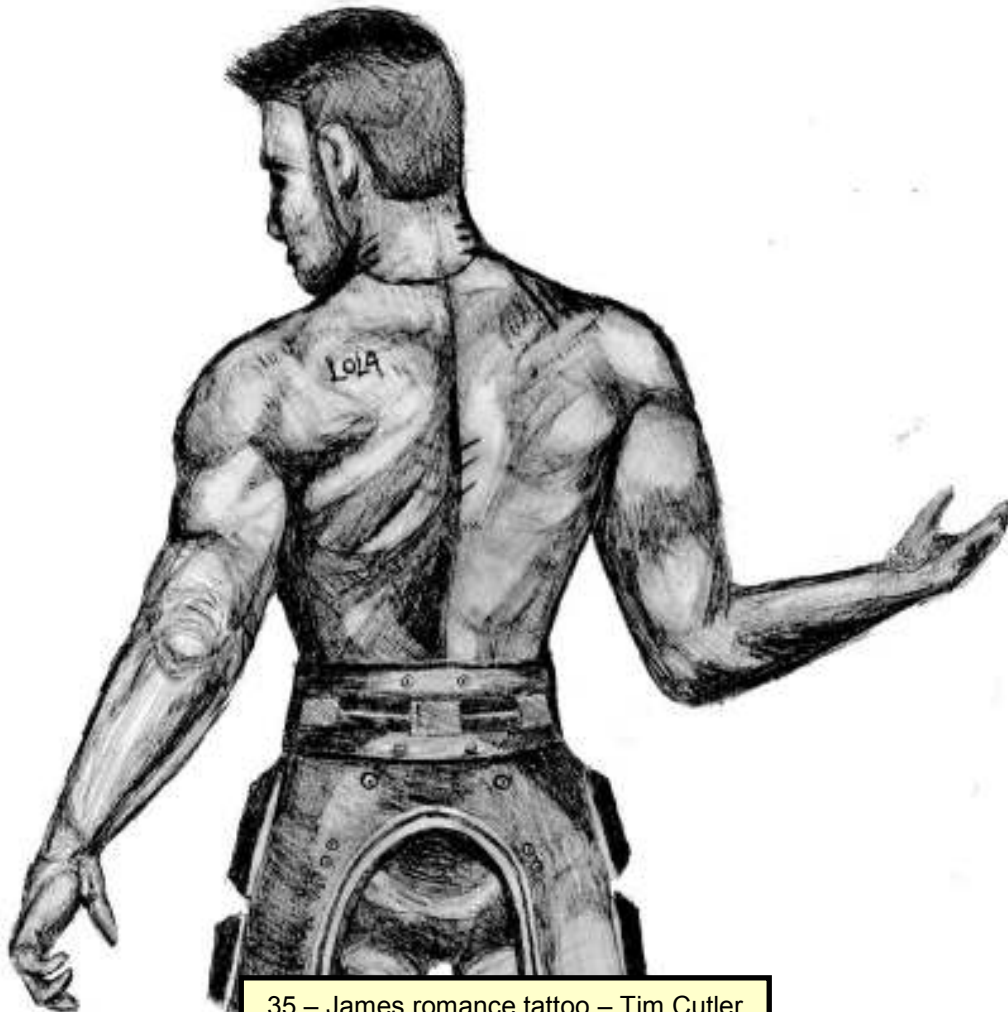
32 – Cerberus Adjutant – Tim Cutler
[@MassEffect3V](#)



33 – Kelly & friends “visit” Shepard’s apartment – Kelly Arnold
[@MassEffect3V](#)



34 – Normandy SR-1 statue – Tim Cutler
[@MassEffect3V](#)



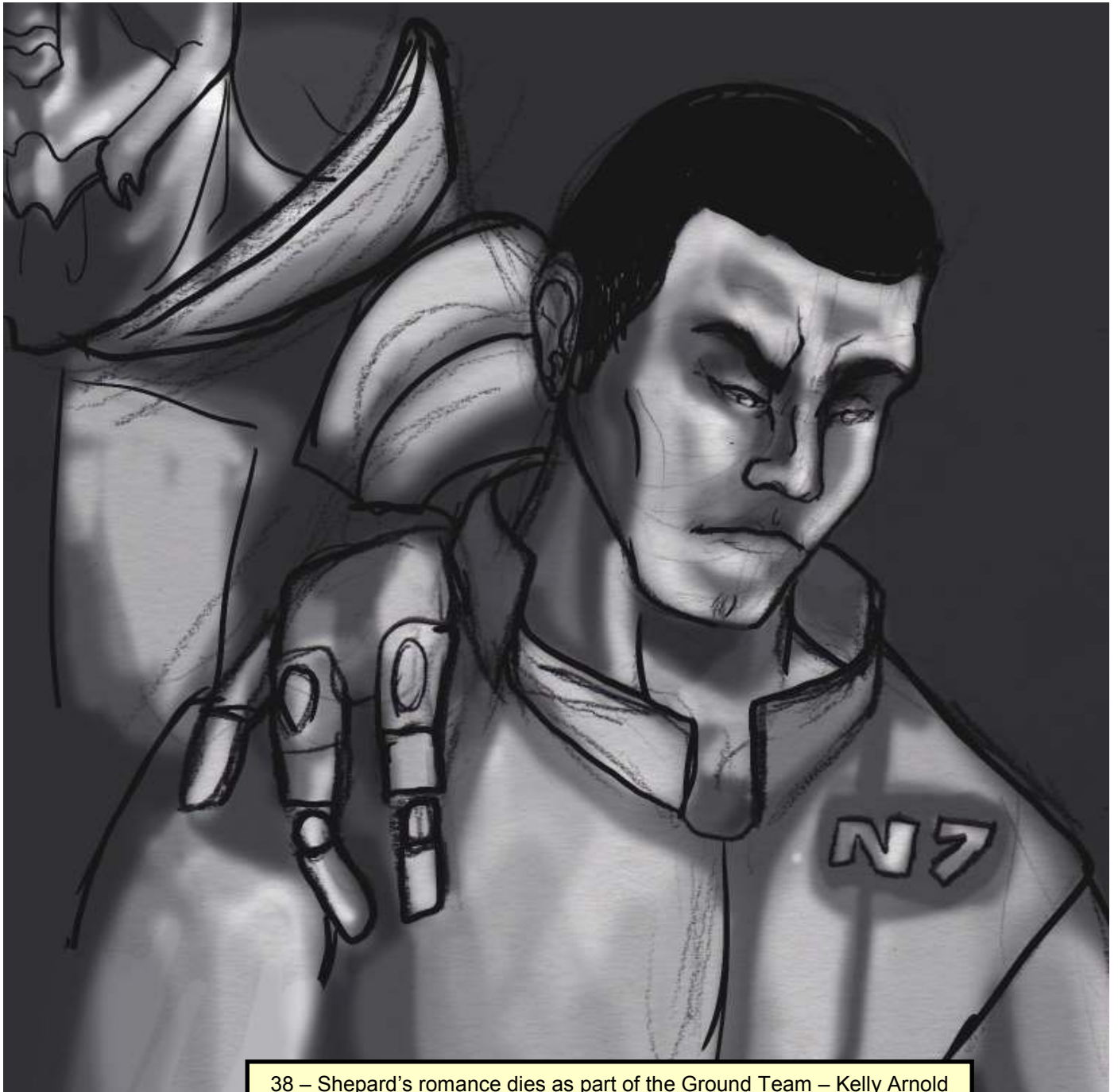
35 – James romance tattoo – Tim Cutler
[@MassEffect3V](#)



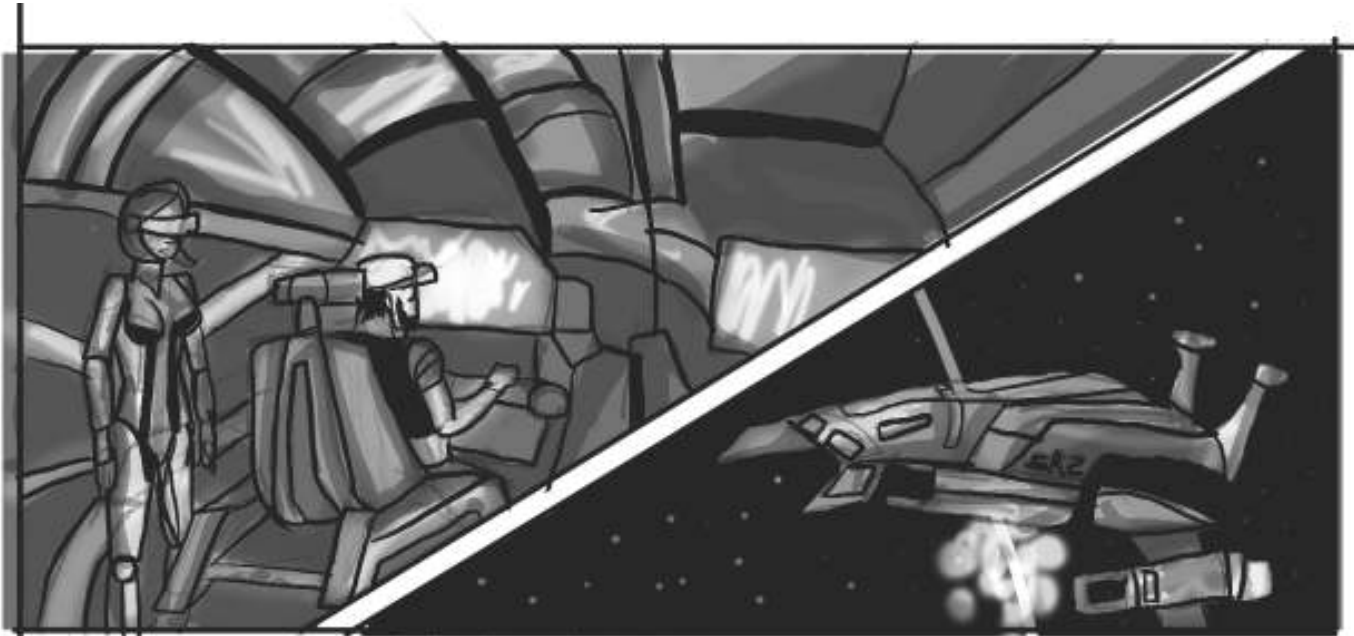
36 – Khalisah romance scene – Kelly Arnold
[@MassEffect3V](#)



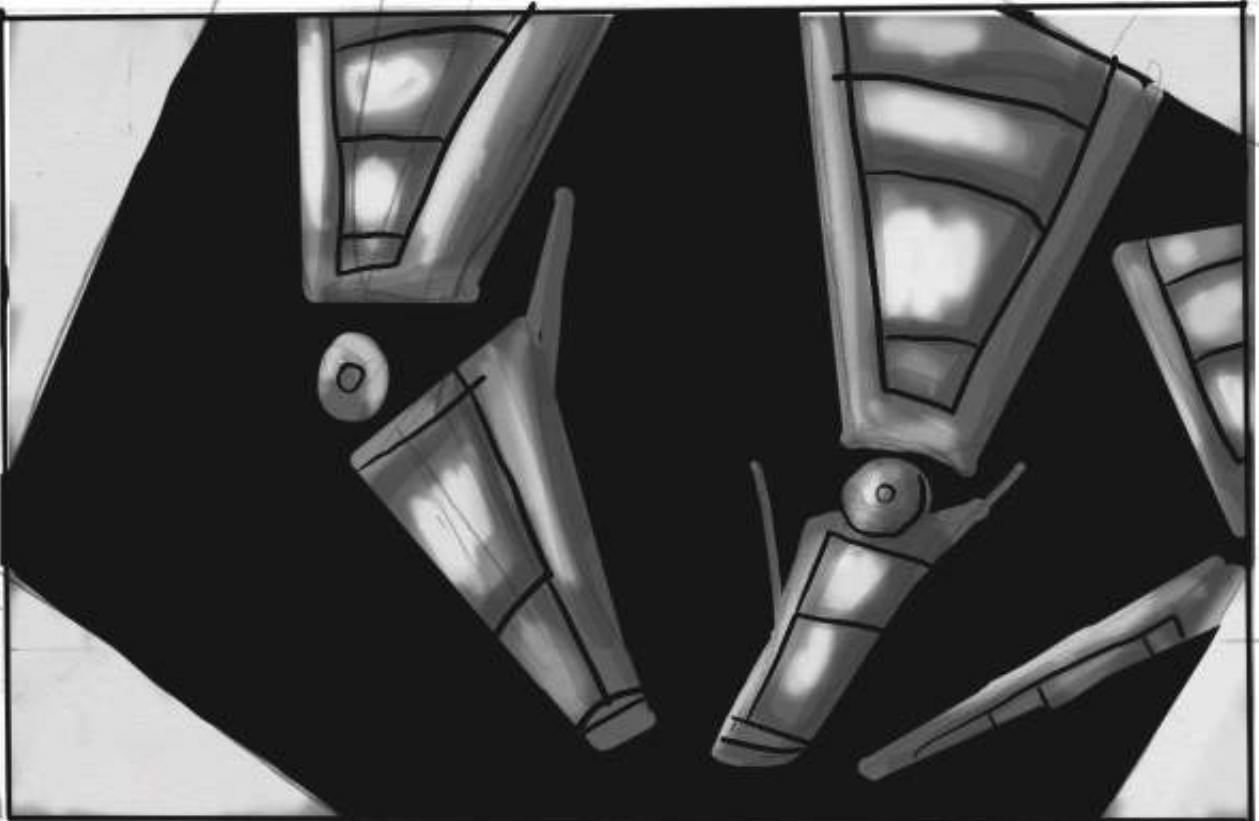
37 – No Man's Land, Ground Team dies – Kelly Arnold
[@MassEffect3V](#)



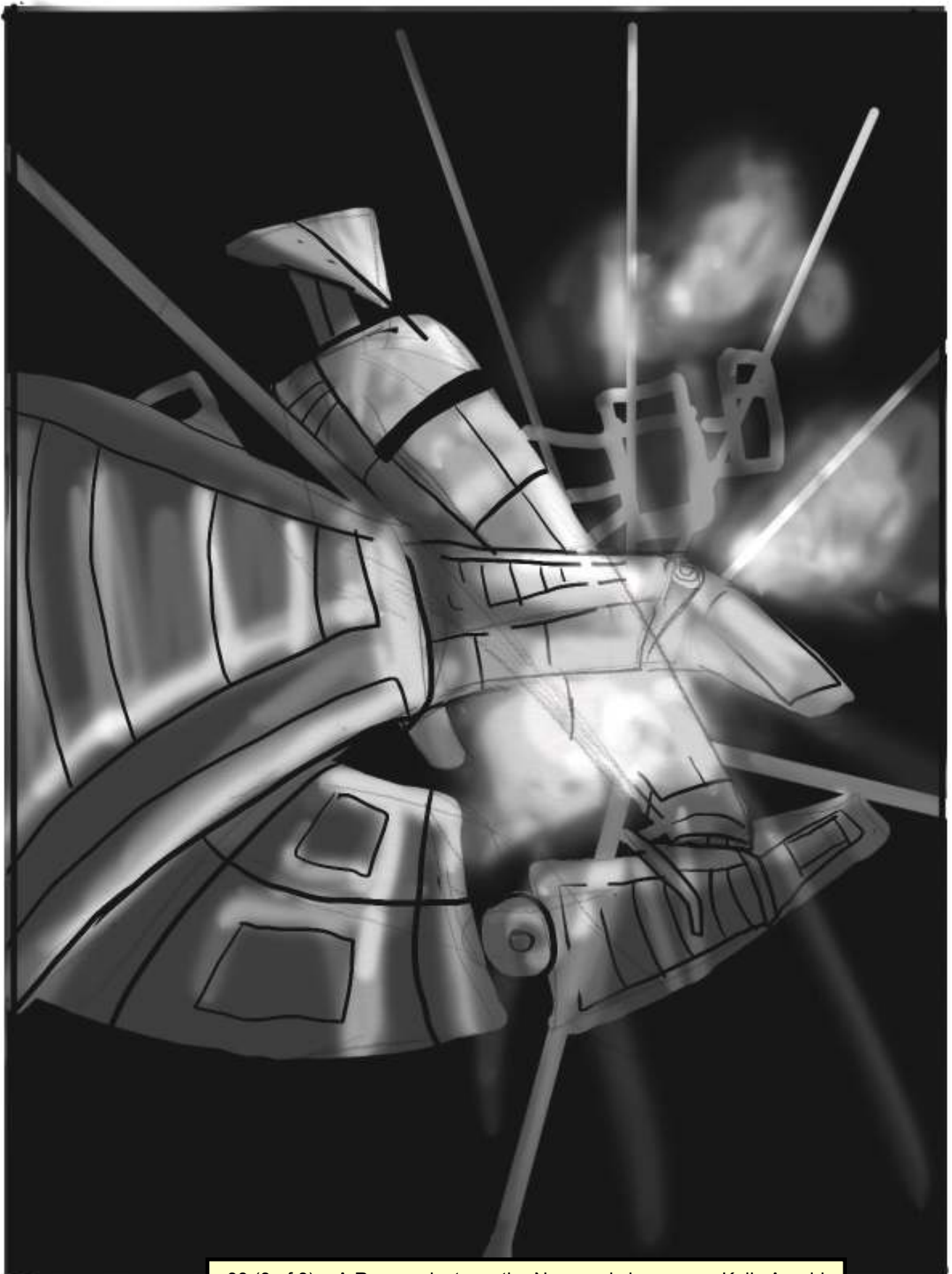
38 – Shepard's romance dies as part of the Ground Team – Kelly Arnold
[@MassEffect3V](#)



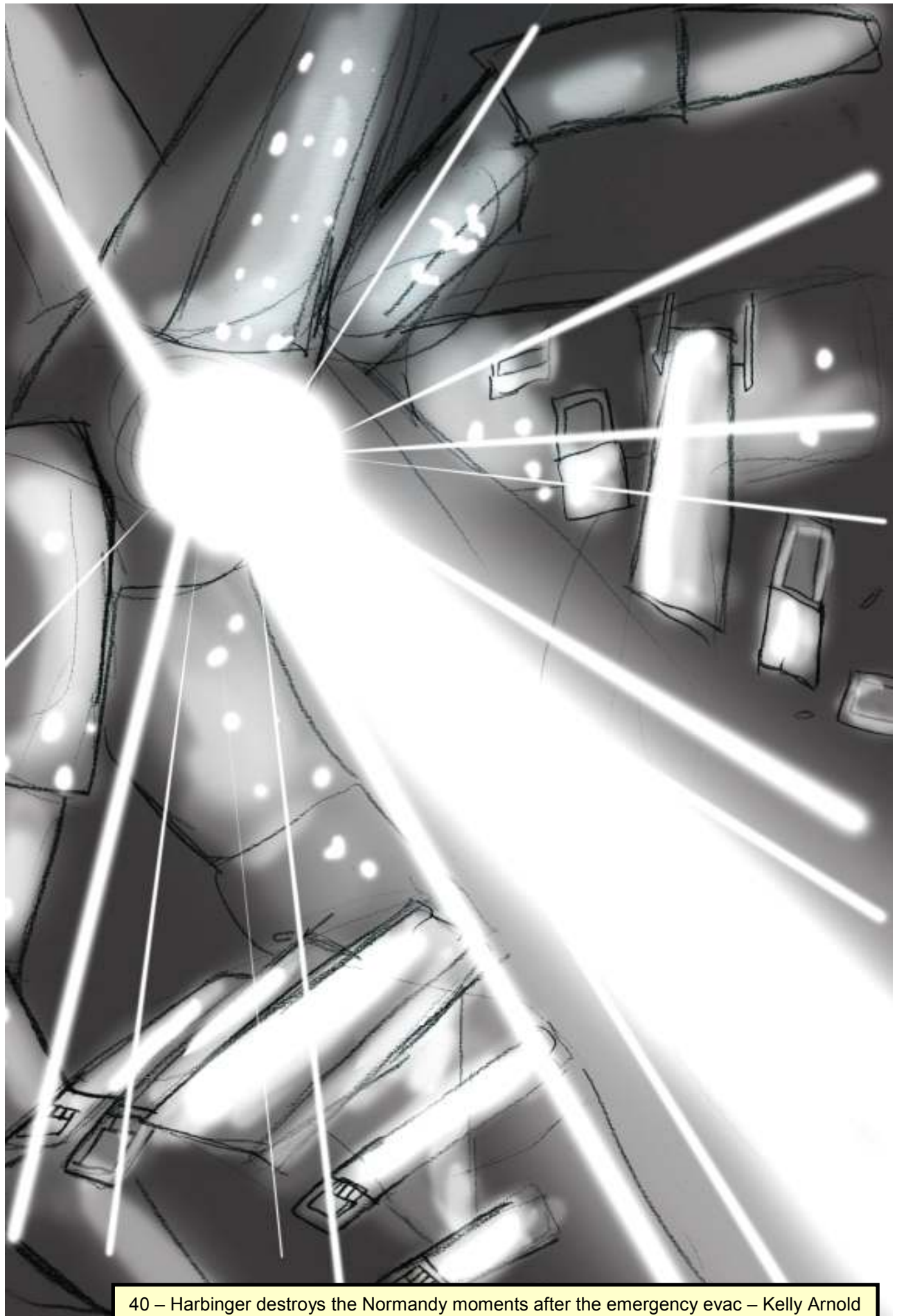
39 (1 of 3) – A Reaper destroys the Normandy in space – Kelly Arnold
[@MassEffect3V](#)



39 (2 of 3) – A Reaper destroys the Normandy in space – Kelly Arnold
[@MassEffect3V](#)



39 (3 of 3) – A Reaper destroys the Normandy in space – Kelly Arnold
[@MassEffect3V](#)



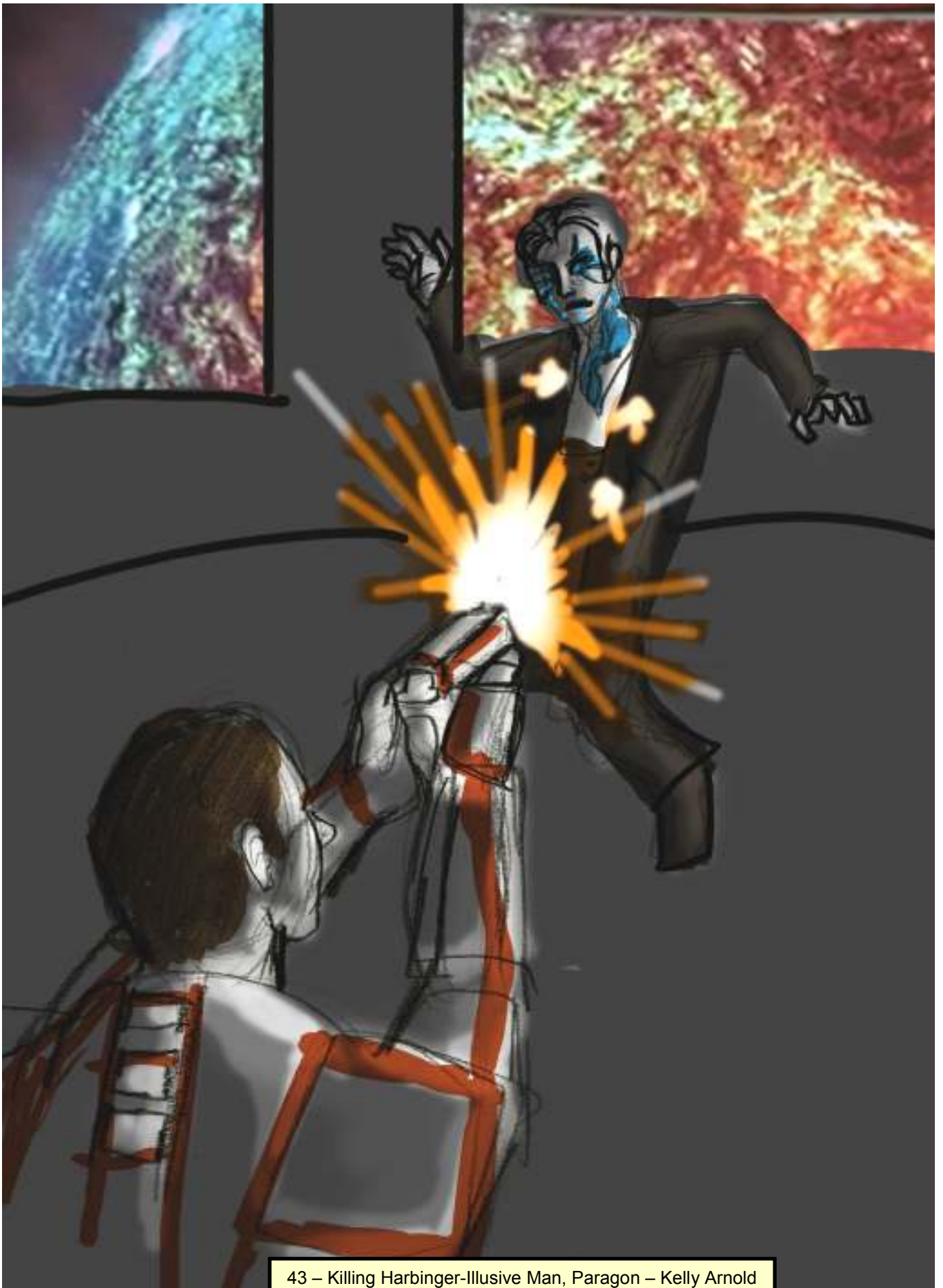
40 – Harbinger destroys the Normandy moments after the emergency evac – Kelly Arnold
[@MassEffect3V](#)



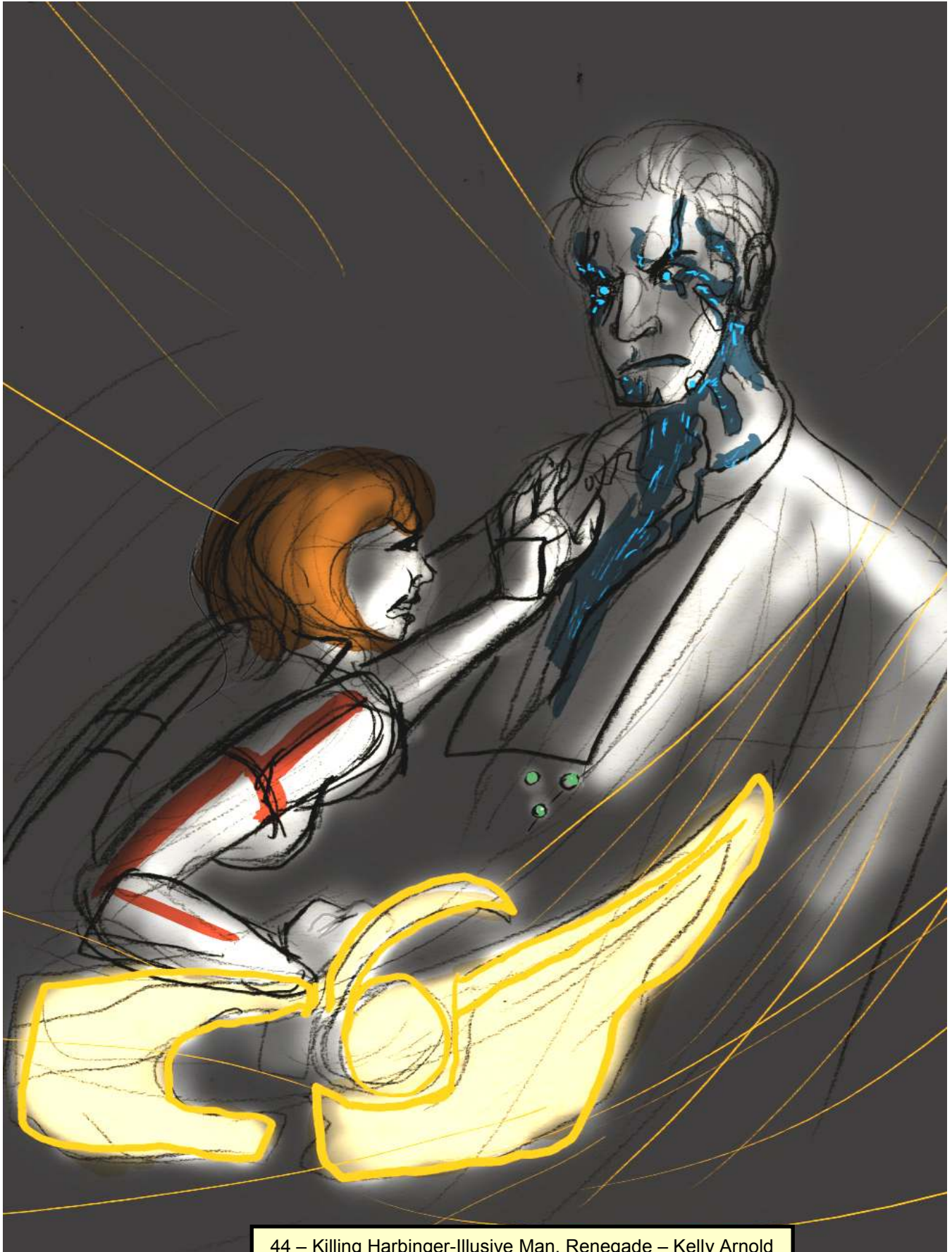
41 – Harbinger kills Shepard during The Beam Run – Kelly Arnold
[@MassEffect3V](#)



42 – Harbinger-Illusive Man – Tim Cutler
[@MassEffect3V](#)



43 – Killing Harbinger-Illusive Man, Paragon – Kelly Arnold
[@MassEffect3V](#)



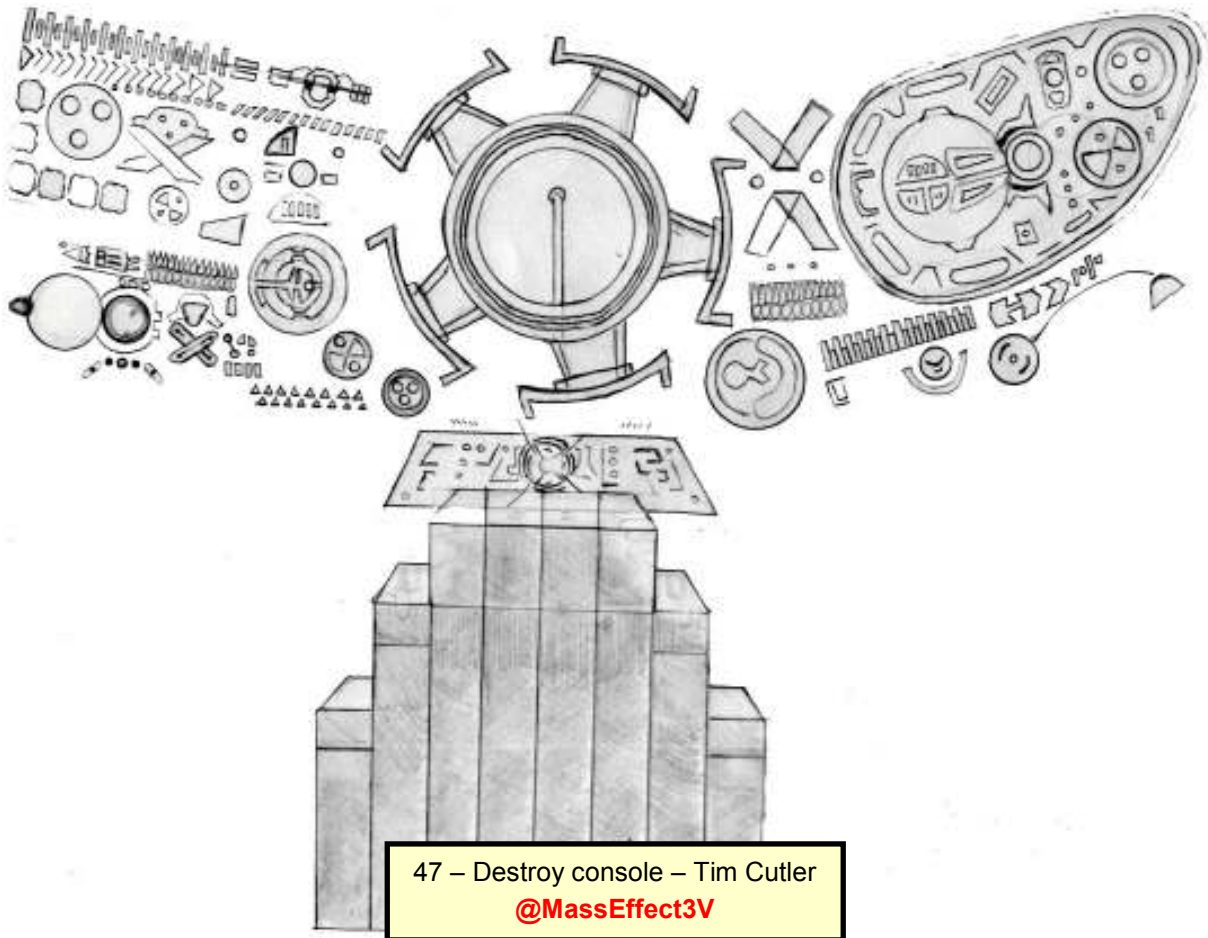
44 – Killing Harbinger-Illusive Man, Renegade – Kelly Arnold
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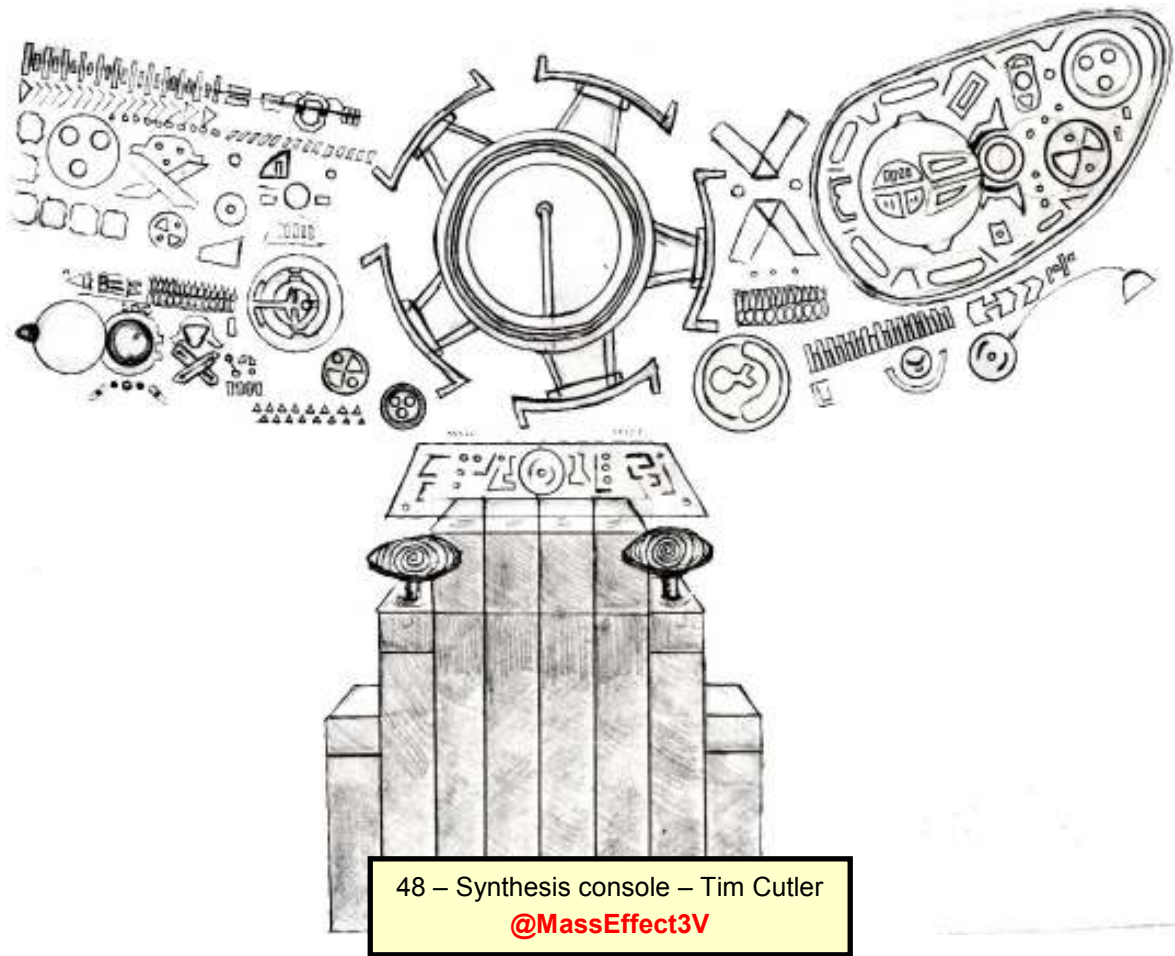
45 – Reaper Harbinger dying in space – Tim Cutler
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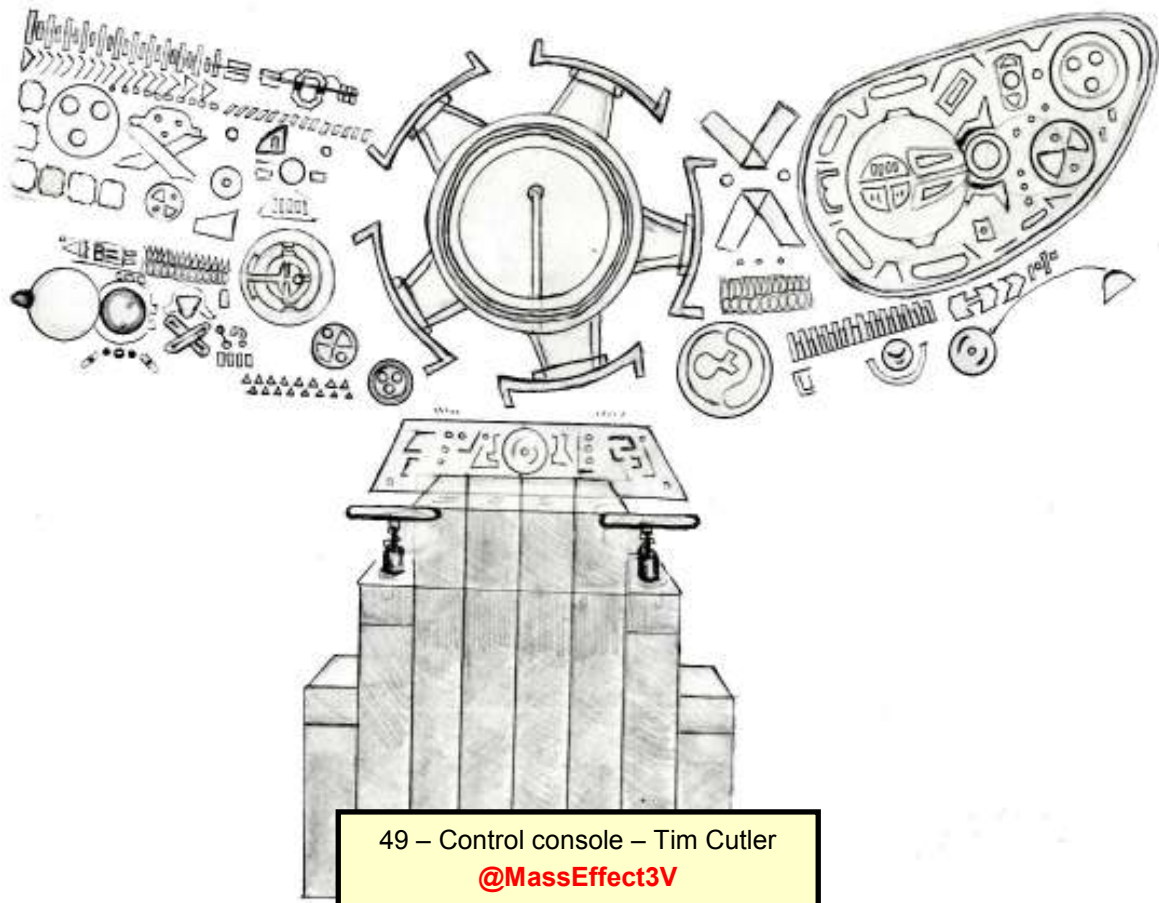
46 – Ksad Ishan VI – Tim Cutler
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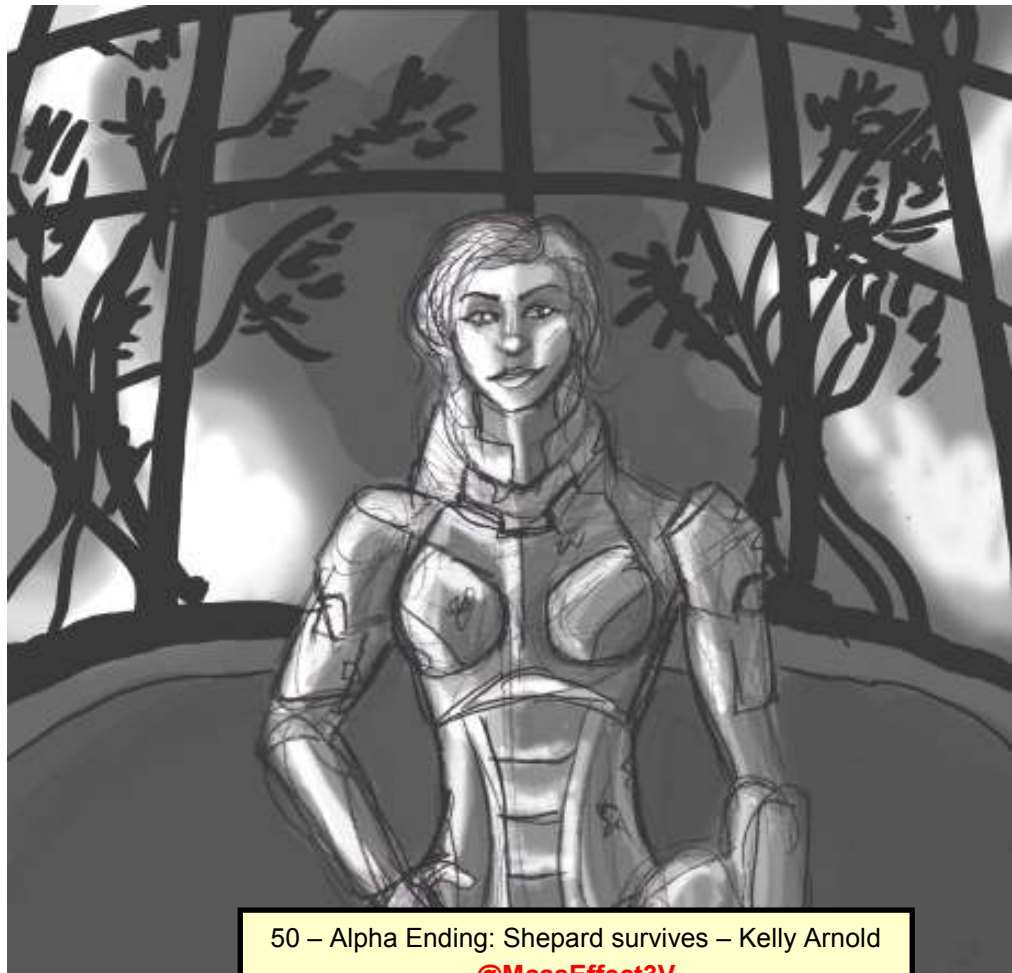
47 – Destroy console – Tim Cutler
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48 – Synthesis console – Tim Cutler
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49 – Control console – Tim Cutler
[@MassEffect3V](#)



50 – Alpha Ending: Shepard survives – Kelly Arnold
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51 – Beta Ending: Shepard survives – Kelly Arnold
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52 – Councilor Hackett – Tim Cutler
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53 – Monument of Shepard – Kelly Arnold
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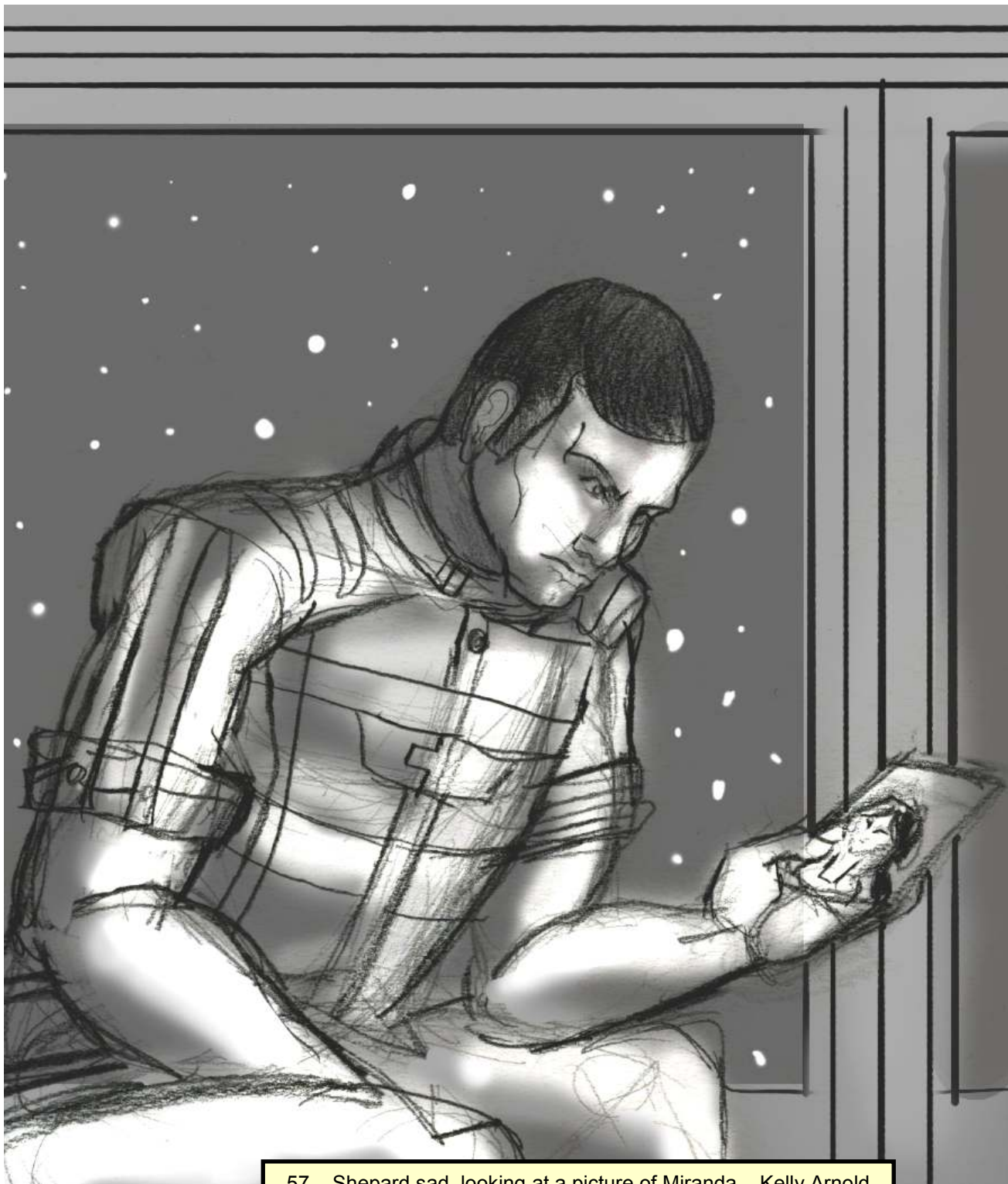
54 – Garrus & Shepard fighting side by side – Kelly Arnold
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55 – Traynor & Shepard get married – Kelly Arnold
[@MassEffect3V](#)



56 – Ashley & Shepard expecting a child – Kelly Arnold
[@MassEffect3V](#)



57 – Shepard sad, looking at a picture of Miranda – Kelly Arnold
[@MassEffect3V](#)



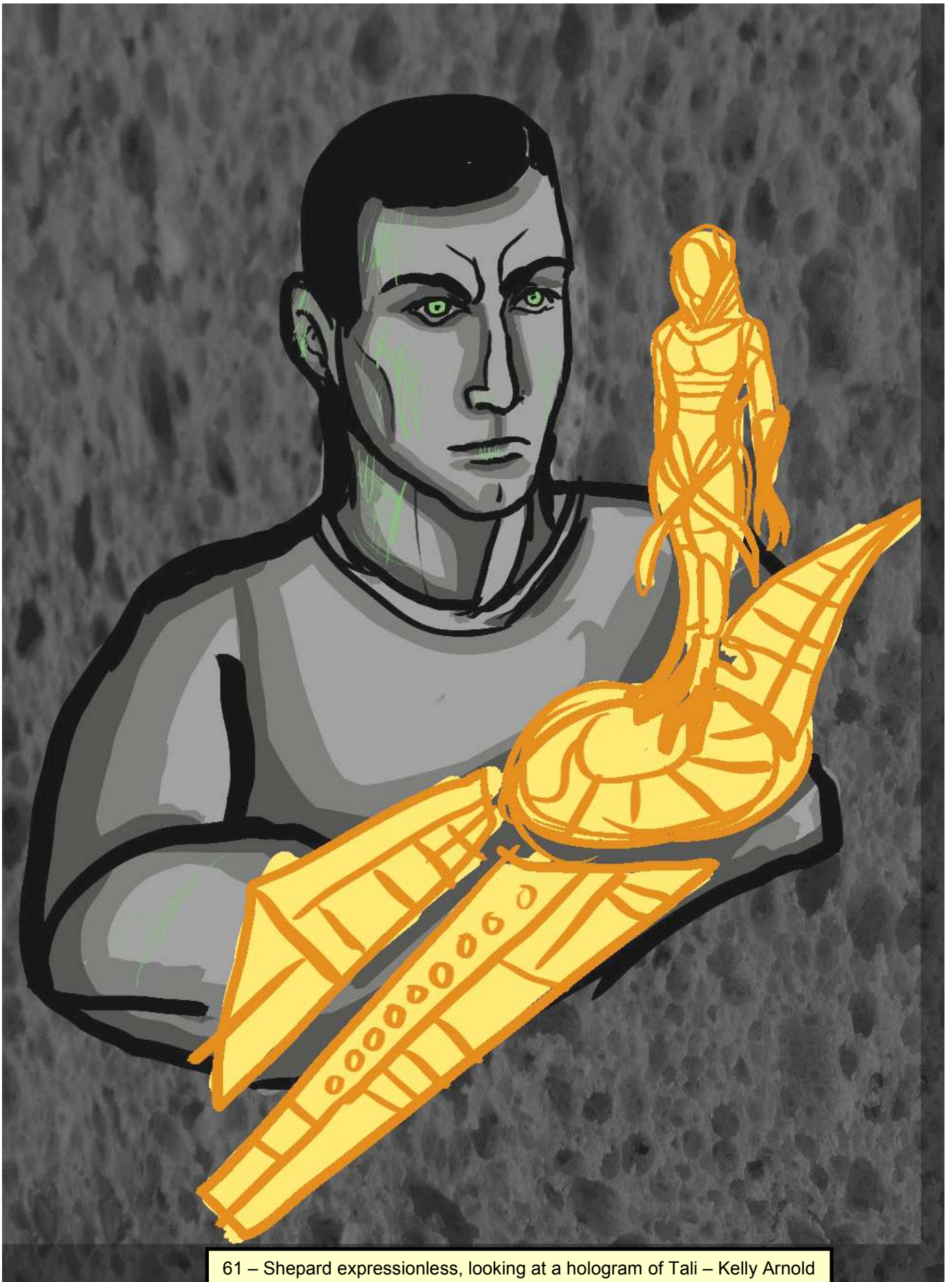
58 – James joins the N7 – Tim Cutler
[@MassEffect3V](#)



59 – Liara & Shepard have a kid – Kelly Arnold
[@MassEffect3V](#)



60 – Mercenary raider – Kelly Arnold
[@MassEffect3V](#)



61 – Shepard expressionless, looking at a hologram of Tali – Kelly Arnold
[@MassEffect3V](https://twitter.com/MassEffect3V)



62 – Reaper male Shepard – Tim Cutler
[@MassEffect3V](#)



63 – Reaper female Shepard – Kelly Arnold
[@MassEffect3V](#)



64 – Garrus protecting alien children – Kelly Arnold
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65 – Reaper Normandy – Kelly Arnold
[@MassEffect3V](#)



66 – Reaper Garrus – Rebecca Weaver
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67 – Reaper Tali – Rebecca Weaver
[@MassEffect3V](#)



68 – Reaper Javik – Rebecca Weaver
[@MassEffect3V](#)



69 – Reaper Kaiden – Tim Cutler
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70 – Reaper Ashley – Rebecca Weaver
[@MassEffect3V](#)



71 – Reaper Joker – Rebecca Weaver
[@MassEffect3V](#)



72 – Reaper EDI – Rebecca Weaver
[@MassEffect3V](#)



73 – Reaper James – Rebecca Weaver
[@MassEffect3V](#)



74 – Reaper Liara – Rebecca Weaver
[@MassEffect3V](#)



75 – Reaper Cortez – Tim Cutler
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76 – Reaper Traynor – Kelly Arnold
[@MassEffect3V](#)



77 – Reaper Allers – Rebecca Weaver
[@MassEffect3V](#)



78 – Reaper Khalisah – Kelly Arnold
[@MassEffect3V](#)



79 – Miranda abducted by Reapers – Kelly Arnold
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80 – Reaper Miranda – Rebecca Weaver
[@MassEffect3V](#)



81 – Reaper Jack – Rebecca Weaver
[@MassEffect3V](#)



82 – Reaper Jacob – Rebecca Weaver
[@MassEffect3V](#)



83 – Reaper Samara – Tim Cutler
[@MassEffect3V](#)



84 – Reaper Kelly – Kelly Arnold
[@MassEffect3V](#)



85 – Rachni fighting Reapers on Earth – Kelly Arnold
[@MassEffect3V](#)



86 – Reaper Wreav – Rebecca Weaver
[@MassEffect3V](#)



87 – EDI's new body – Kelly Arnold
[@MassEffect3V](#)



88 – Citadel wreckage – Rebecca Weaver
[@MassEffect3V](#)



89 – Mass Relay wreckage – Rebecca Weaver
[@MassEffect3V](#)



90 – Normandy wreckage – Rebecca Weaver
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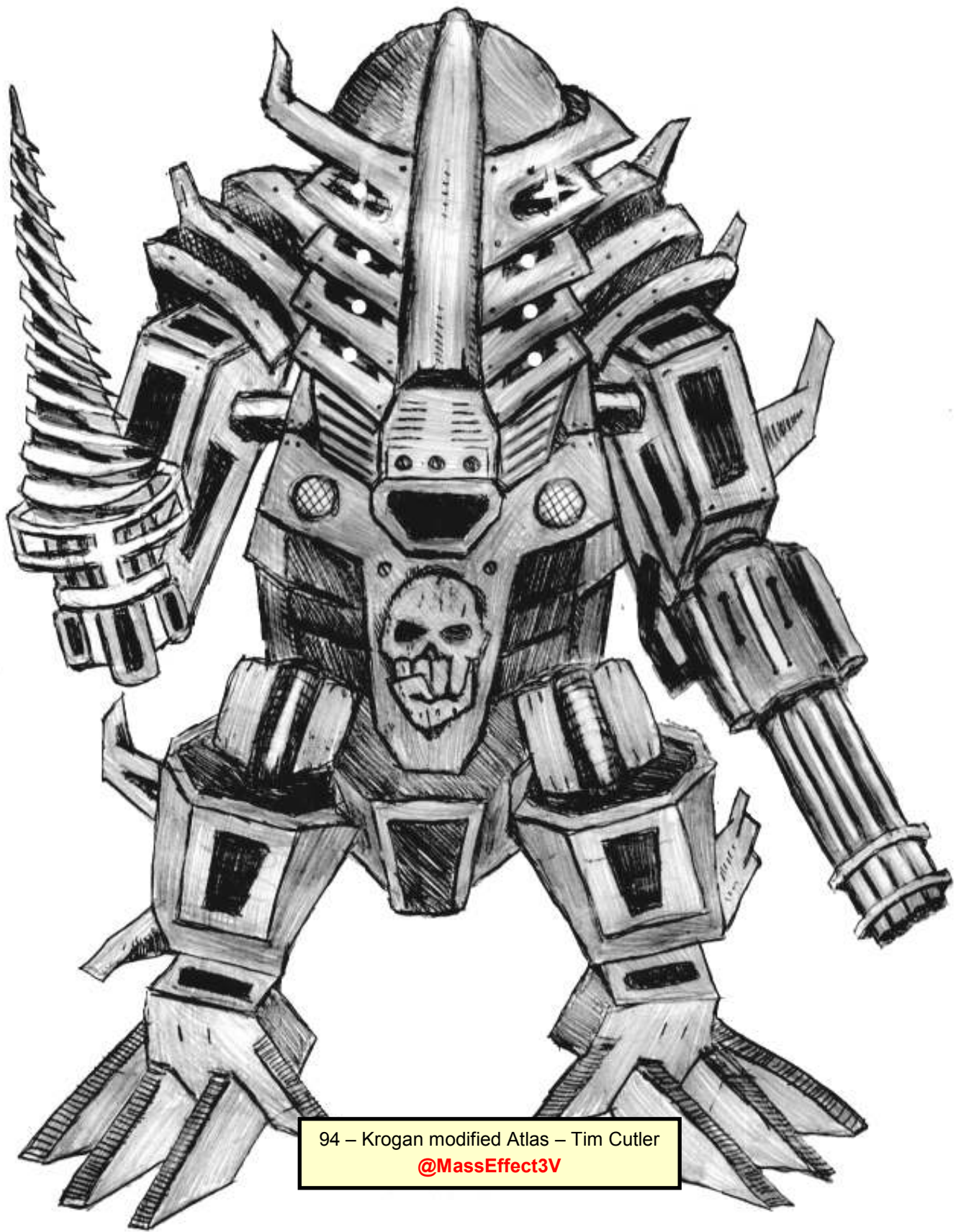
91 – Salarian heavy trooper – Tim Cutler
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92 – Eve in armor – Tim Cutler
[@MassEffect3V](#)



93 – Wrex assassinated – Kelly Arnold
[@MassEffect3V](#)



94 – Krogan modified Atlas – Tim Cutler
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95 – Reapers destroy themselves in space – Kelly Arnold
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