



In Citadel Space, the topic of “which race got the short end of the stick” is often discussed. Some say it is the Quarians, bound within their suits, treated as pariahs, and losing their home world.

Others say it is the Humans, the new kids to the block, that have it the worst, constantly being pushed to the sidelines and their worth dismissed by the older species.

But in truth, it is the Krogan who have suffered the worst. From a nuclear holocaust of their own making, they were uplifted by the Salarians as weapons against the Rachni, and when the day was won and the Krogan began to expand, perhaps a bit too rapidly, they were dealt the worst of punishments: The Genophage, an incurable disease that kills most Krogan before they have the chance to even hatch.

Now the Krogan are a broken people, most of their culture abandoned as they know that with each death, their extinction approaches. Mercenaries, pirates, and brutes- that is the lot the Krogan believe they have, and most have abandoned any hope, if they had it in the first place.

It is in these dark days that you arrive here, one of these massive lizard-folk. Will you succumb to the same ennui as many of your brethren have, or will you fight for a future many have abandoned? Take these **1000 Krogan Points** and let us find out, shall we?

## **Drawbacks**

### **Supplement Mode**

(+0 KP)

Not interested in remaining in this Verse for long, then? Very well. You fill in the jump as normal and continue your adventures in another universe entirely, though be advised the Drawbacks will remain in effect until that jump has come to an end.

### **Self-Insert**

(+0 KP)

There are a myriad of notable Krogans in the galaxy, from the ancient warrior that is Nackmor Drack, to the grizzled mercenary known as Urdnot Wrex, all the way to the lab-grown Krogan known as Urdnot Grunt. You may insert yourself into any named or unnamed Krogan shown in the course of the Mass Effect series, games, movies, and comics included.

### **I'm Sorry, Written By Whom?**

(+0 KP)

You are not going into the Mass Effect everyone knows. Instead, you are heading to a world based on one of the many, many fanfictions created by the avid fandom.

### **We'll Bang, Ok?**

(+0 KP)

...Oh dear. Forget Mass Effect and Jane Shepard, for you are instead going into the timeline of John "We'll Bang, Ok?" Shepard from Gamerpoop. Expect a lot of insane chatter, Shepard seducing everything that moves, several inappropriate and lewd comments, friends turning into bombs, and their assets growing before your eyes, and... It is a madhouse, is all I'm saying.

### **The Genophage**

(+0 / +400 KP, Mandatory if starting after **The Rebellion**)

The doom of your species, this is in truth less of a disease and more of an invasive alteration of your genes, meant to lower the rate of viable pregnancies, to the point where 2 in 1000 making it is considered fortunate. Be you male or female, you are affected by this foul disease as well, with there unlikely to be an actual cure until the year 2186, when Commander Shepard releases the cure across Tuchanka. Should you have journeyed to

Andromeda, then your body has had a long time to adapt and may, in fact, be effectively fighting the Genophage by itself. For **400 KP**, you become obsessed with finding a cure to the Genophage, willing to go to extreme limits for it, including allying with the Reapers or conducting monstrous experiments like Okeer did. Should a cure be devised in some manner, by your own hands or that of another's, and spread across the galaxy, this Drawback is removed, though you do get to keep the points if you took the **400 KP** addition.

### **Drop-In Scenario**

(+0 / +100 KP)

So you wish to remain unburdened by whatever life your body here may have had? As you wish. You receive no memories or connections to this galaxy; you are a ghost in the wind. Or perhaps you wish for something even clearer? In exchange for receiving **100 KP**, you lose all of your memories for the duration of your stay. A full new start. Perhaps you are like Grunt, a Krogan created in a tube who has just taken their first breath unaided?

### **Animation Problems**

(+100 KP)

The world looks slightly off. The environments seem to glitch when you are far enough away, and the people... Well, their facial movements and proportions seem to alternate between extremely stiff and grotesquely warped at a moment's notice, as if all of reality was running on a poorly made game engine.

### **Time Extension**

(+100/+200 KP)

Due to their hardy nature, Krogan are able to live for centuries and even millennia, with Nackmor Drack being over 1,400 years old, though many Krogan die well before reaching this venerable age. That being said, a mere decade is basically the blink of an eye to a Krogan, so if you wish to extend your stay further, you may do so at the rate of 10 years per **100 KP** gained, or 100 years per **200 KP** gained. You receive **KP** for the first time when you do any combination of these; after that, you merely extend your time for your own leisure.

### **Wrong Address?**

(+200 KP)

Oh dear, it seems your Warehouse took a wrong turn when you arrived, and now you've lost access to it, along with any of your items from previous

Jumps, for the remainder of your time here. No worries, no Pyjacks were harmed in this incident.

### **It's Not Space Magic!**

(+200 KP)

Biotics can be explained in the universe, even if some of the actual mechanics are suspect. Unfortunately, your out-of-jump abilities do not fall under this same umbrella, and therefore, you lose access to all powers and abilities not native to this setting.

### **Libido**

(+200 KP)

Before the Genophage, the Krogan were renowned for their fertility, their females able to produce 1,000 eggs in a year. Though the Genophage makes reproduction more of a mental strain than anything, it has done nothing for your libido, which has been set to an overdrive. You need to have sex multiple times a day, lest your mind be clouded by lust, or even fall into a lust-driven frenzy.

### **Dominate**

(+200 KP)

The Krogan of old had a desire to conquer and expand to new worlds, often driving out other races and even enslaving populations to use as broodmares and workers. Some of this drive has manifested in you, altering your perception to see all other races as lesser than you, with the three Council Races, Asari, Turian, and Salari, being seen as the lowliest of all for their betrayal of your kind. You are not shy in expressing these beliefs, and you will not miss an opportunity to assert your dominance when possible.

### **Not The Friendliest Sort**

(+200/400 KP)

Krogan, especially in their later days, aren't known for being the friendliest sort. And now, neither are you, because you have the attitude of a barely contained honey badger, your voice growly and your temper easily flaring up at insults. Alternatively, your previous Companions have decided they need distance from you for at least one jump, and you cannot import any of them for the duration of your time here. For **400 KP**, you may take both effects.

### **Rage Overwhelming**

(+400 KP)

Before their nuclear ecocide, few Krogan exhibited the trait known as Blood Rage, but after the bombs fell, evolution favored those who possessed it, and now there is not a single Krogan who is not able to fall into this destructive state. You are constantly on the verge of falling into Blood Rage, your pain inhibitions failing, and you desire nothing more than to pummel everything into a pulp. Every day is a constant struggle against this instinct, with even a slight faltering leading to chaotic results.

### **Not The Plate!**

(+400 KP)

The headplate of a Krogan, if struck by a knife at a certain angle, can be torn off with little difficulty and, on top of being extremely painful, is one of the few things Krogans actually fear. Unfortunately for you, your enemies seem to have listened to Zaeed Massani's tales and, when it comes to any melee you enter, will always aim for the one weak spot all Krogan have.

### **No Hope, Why Bother?**

(+400 KP, Banned if starting before **The Rebellions End**)

You count yourself among the countless Krogan who have simply given up on your people, seeing the Genophage as a drawn-out death sentence. You have very little care for anyone, yourself included. You head into battle, hoping to die in a meaningful way, uncaring towards anyone or anything beyond death.

It will take an actual miracle, such as the cure for the Genophage to be released, for you to get out of this mindset. And even then, old habits have a hard time dying off and you will find it easy to fall back into depression.

### **Runt**

(+600 KP)

You are... Weak, by both Krogan and non-Krogan standards. You stand a head shorter than other Krogan; your body is far weaker, comparable to a human in all honesty, and most of your secondary organs do not function properly or are missing entirely. A failed experiment, a sign of the Genophage evolving, or just an unfortunate mutation?

### **No Future**

(+600 KP)

In the future-that-was, it would be thanks to Urdnot Wrex and Urdnot Bakara that the Krogan would finally be freed from the Genophage and reach a bright

future of their own. But this is not that timeline. Wrex died during his father's betrayal, and Bakara met her end during Maelon's experiments, leading to a timeline where, if you do not pick up the slack, the Krogan will likely continue on their death spiral towards extinction. Should you start far into the past, a cataclysmic event of similar weight will happen instead. For example, perhaps after the Genophage has been released, the Council decides to wipe out the Krogan entirely.

### **A Reaper-Sized Problem!**

(+600 KP)

Either Sovereign pulled a fast one on everyone, or Harbinger had more foresight than originally believed, for now, Reapers have invaded a no doubt unprepared galaxy and have begun to harvest the people en masse. In the original strand, the Milky Way had some preparations made before the invasion, and even then, it was a near loss. In this strand, where no one had any time to prepare, things are looking very, very grim...

## **Time**

### **A Time of Endings - 48,000 BCE**

The Prothean Empire, the civilization that stood before the Council Races' time, has fallen to the Reapers, and in its ashes, the races who would one day pick up the torch are little more than primitive beasts and cavemen. A Krogan in these times would be a curious thing indeed.

### **A Broken Dream - 1,900 BCE**

The Krogan once had a promising future, until they entered a devastating nuclear war that saw much of the planet destroyed and the once-budding civilization reduced to a civilization of warring clans.

### **The Founding - 500 BCE**

This is the era when the Asari and the Salarisians first discover the Citadel, and the budding of the Council is sown and blooms. The Krogan have yet to enter the wider galaxy, still stuck on Tuchanka in an endless war for survival.

### **The Uplift - 80 CE**

A time of chaos and disaster, the Rachni Wars have raged for nearly a century at this point, with the Council's forces pushed out of several systems as the

insectoid horde continues its ravenous march. The Salarians have discovered Tuchanka and are uplifting the Krogan as weapons to use against the Rachni, which the Krogan excel at immensely.

### **The End of the Rachni - 300 CE**

The Rachni Wars ended with the insectoid species declared extinct. The Krogan are rewarded by the Council for their heroic work with a new homeworld and a statue commemorating all who fell during the war. The Krogan, free of Tuchanka, began to expand rapidly over the course of the next four hundred years.

### **The Rebellion - 700 CE**

The Krogan expansion has reached the point where they are actively taking over already claimed planets, leading to relations with the Council breaking down. The Krogan Rebellions officially begin, with the Genophage first deployed in 710 CE.

### **The Rebellions End - 800 CE**

With the Krogan numbers plummeting, the Rebellion comes mostly to an end after a century of battle, with pockets of insurgents continuing to fight in the decades to come. The Turians, monumental in defeating the Krogan and delivering the Genophage, assume the military duties once held by the Krogan in Citadel Space.

### **The First Contact War - 2157 CE**

It has been nearly two millennia since the Rebellions ended with the Krogan people effectively neutered. The First Contact War between the Humans and the Turians has just begun at Shanxi.

### **The Eden Prime War - 2183 CE**

You know this time. The Alliance has just uncovered a Prothean Beacon on Eden Prime, a discovery which will unknowingly lead to Commander Shepard becoming humanity's first Spectre and her slowly growing into the savior of the galaxy.

### **The Collector Incident - 2185 CE**

Two years ago, the SSV Normandy was destroyed by an unknown ship, taking with it Commander Shepard. Now she has been rebuilt by the human supremacist organization known as Cerberus to discover what is causing the disappearance of several human colonies within the Terminus System,

unknowingly setting her on a collision course with the Harbinger and the Collectors.

### **The Fate of the Galaxy - 2186 CE**

The Reapers have finally invaded the Milky Way, with the Batarian homeworld of Khar'shan falling within hours of the invasion. It is the zero hour for all intelligent life, and even if Shepard proves victorious, there will be many dead, but at the very least, the Krogan shall finally be free of the Genophage.

### **The Andromeda Initiative - 2818 CE**

Backed by a shadowy group, the Andromeda Initiative has finally arrived in the Andromeda Galaxy, only for things to go terribly wrong on many accounts, including the unviable state of their golden worlds, an extra-galactic threat known as the Kett, and a mutiny happening within the Initiative itself. On the positive side, the Krongo have begun to evolve past the Genophage, and this new galaxy is a perfect place for the species to start anew.

### **Another Time - ???**

Perhaps you have a different point in time you wish to visit? Go ahead, see how you will fare.



## **Location**

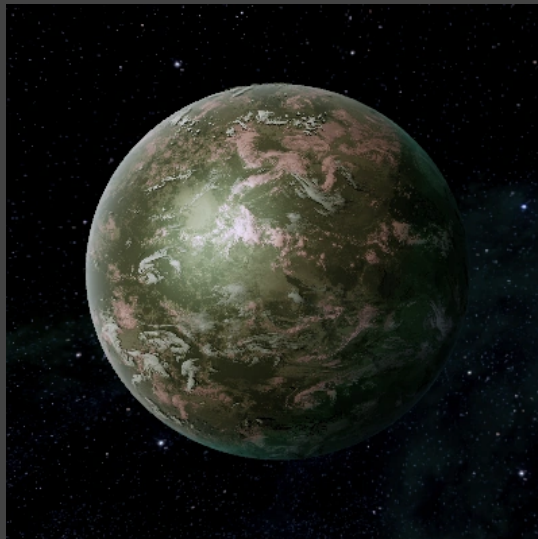
### **Tuchanka**

The homeworld, where the Krogan first drew breath, and many remain to wait for their death. Once it was lush and beautiful, but after the nuclear war, it is a blasted ruin where every day is a struggle and everything from the fauna to the very air itself wants to kill you.



### **Garvug**

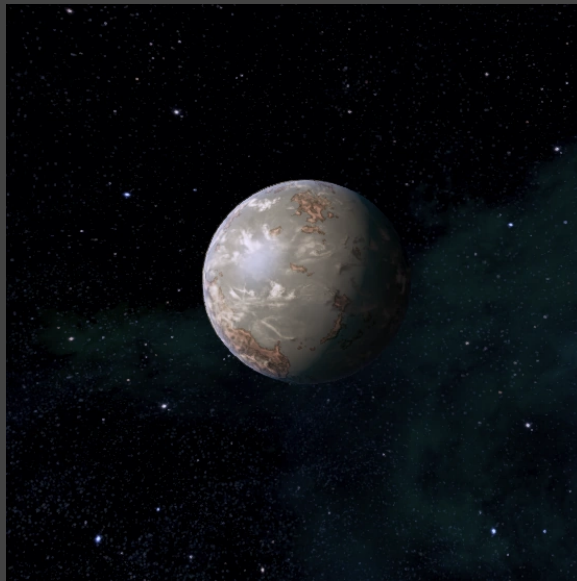
A bargain world given to the Krogan after the end of the Rachni Wars, it is a frozen planet where little grows, not that it stopped the hardy Krogan from adapting to the harsh conditions and thriving. Mostly spent on natural resources, it is home to several mining operations, along with Krogan and Vorcha.



### **Gellix**

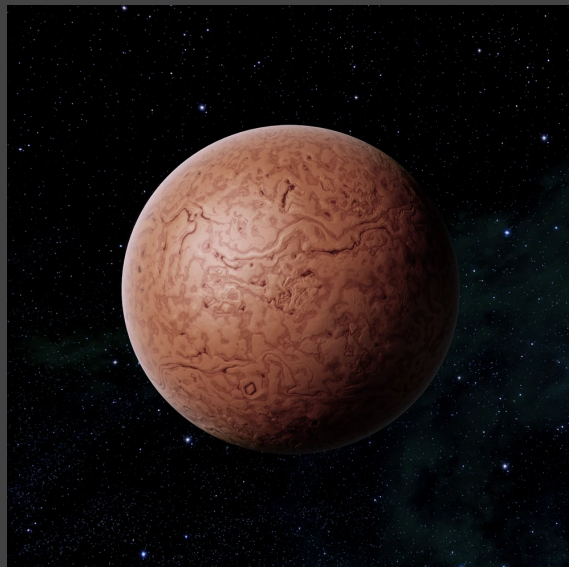
A beautiful garden world, Gellix was given to the Krogan after the Rachni Wars, but was taken over by Turians during the Rebellions. Because of the Turians' incompatibility with the levo-amino-acid-based world, the species

could not use it themselves, but stubbornness has left them unwilling to give it up either, leaving this relatively untouched world forgotten in a tragic case of wasted potential.



### **Wrill**

A planet far harsher than Tuchanka, Wrill is known for its punishing heat, thin toxic methane-ethane atmosphere, and being rich in palladium, tin, and copper, which the native Krogan and Vorcha mine to eke out a meager living. The conditions are so bad that even the Krogan need breathing masks to survive, while other races require environmental suits just to survive.



### **Virmire**

Large tropical beaches, massive oceans, and endless sunshine. Virmire would be a prime holiday destination and a hotbed for colonization...If it weren't located at the border between Citadel Space and Terminus System. One of

the continent houses a secret facility run by Saren and his minions, where experiments on indoctrination and Krogan cloning are taking place.



### **Elaaden**

The home of the Krogan in the Andromeda Galaxy, the planet is currently wracked by immense heat that fries electronics and shields in quick order, while the Remnant constructs provide active threats to the Krogan, who face both with joy and pride. A Vault within the mountains is able to terraform the planet, though none are currently able to access, let alone activate it, without dying.



### **Omega**

Once ruled by a Krogan warlord, Omega is a former mining station turned den of scum and villainy in the Terminus System. Ruled by the ruthless Asari Aria T'Loak, Omega houses several people of different races, along with a myriad of mercenary and pirate groups who all respect, or at least pretend to, Aria's rule.



### **The Citadel**

The jewel of Council Space, The Citadel is thought by most to have been constructed by the Protheans in their prime, though it is in truth a trap set by the Reapers. Here, the Citadel Council makes their dwelling, and species of all kinds gather to live in harmony... At least on the surface. Go down into the Wards, and you will find it to be just as wretched as Omega.



### **The Nexus**

The heart and soul of the Andromeda Initiative, the Nexus faintly resembles the Citadel and was created to serve a similar purpose until the Initiative managed to colonize enough planets. Currently, most of its passengers

remain in cryostasis as those awake desperately hope for one of the Arks to arrive.



### **A Different Place**

You start in another location not mentioned previously.

### **Perks**

**You may Discount two Perks per tier bar the 400 KP Perks, which you can discount only one, with Discounted 100 KP Perks being free.**

### **The Krogan Standard Package**

(Free, Mandatory)

A reptilian species, were it not for the genophage, the Krogan would no doubt dominate much of the galaxy. Standing over two meters in height on average, a Krogan's skin and scales are impervious to most cuts, scrapes, and contusions, not to mention being hardy enough to survive several deadly environmental hazards, including severe weather and even radiation. They possess 240-degree vision thanks to the placement of their eyes; they are, in general, far stronger than their fellow organic species, save perhaps the Yahg, and they are able to live well over a thousand years. Their most incredible feat, however, is their redundant organs and non-centralized nervous system, meaning the loss of one organ is never fatal, and they are impossible to paralyze. A Krogan does not have a pair; they have a quad, which can produce enough semen to drown an Asari caught unaware.

### **Hehehe**

(100 KP)

For all their broody and violent reputations, many Krogans have been shown to have excellent humor and comedic timing. Why, in the name of Kalros, would you be any different? You are a master of comedy, able to get even the most stone-faced of folk laughing with a well-timed quip or story. You may also have a unique laugh that will become easily recognizable and liked by your loved ones.

### **Badges of Courage**

(100 KP)

Something that Krogan, Turians, and Humans all seem to have in common is finding scars attractive, with Krogan females especially often finding the most rugged of males to be the perfect specimens. The more scarred, grizzled, and/or weathered you look, the more attractive and virile you look to your preferred gender(s). In fact, the more scars you gather, the more virile you actually become. Should it be mentioned here that a Krogan female can produce about a thousand eggs within a year?

### **Packing Heat**

(100 KP)

And in this case, not a gun. Indeed, Krogan, on average, have a cock far larger than any other race's, except maybe the Yahg and the Elcor, and can produce gallons of cum. Yours is considered the best of your race, to the point where the mere sight of it leaves women in awe and arousal, while your fellow men, including the smallest of Krogan, feel shame and slight envy. Your cock can enter any hole without damaging or killing your partner, while also granting far more pleasure than any of her past or future lovers. A few rides on your pole will ruin other men for your partners, but I'm certain you prefer it like that. For women, this can either make your other genitals have similar effects or grant you a dick if you'd prefer that. Your cum is potent enough to get most women pregnant after a single shot, to the point where, if the Genophage is ever cured, you could easily bring about the return of the Krogan single-handedly. Your cum can also cause alterations to your partners, with their body proportions and other features, personalities included, slowly changing to fit your preferences if you so wish, with any changes reversible at will.

### **Gender Imbalance**

(100 KP)

Only about 2 in every 1000 eggs among the Krogan are born female, a number that is far less thanks to the Genophage, while the Asari themselves

are a monogendered species altogether through mechanics that aren't quite clear to most. Before entering any jumps, including this one, I suppose, you may skew the gender rates of any or all species/groups within the jump, even able to create monogendered species that you can breed with.

### **It's A Violent Galaxy**

(100 KP)

For all of the Council's talk of peace and prosperity, one need only enter the Wards to see the true face of this galaxy, which is often ugly and violent to the extreme. To survive the many events to come, you know the basics of combat, by Krogan standards, that is. To most other species, you equal an experienced soldier of at least ten years in gun handling and battlefield tactics.

### **Headbutt!**

(100 KP)

In Krogan culture, a headbutt can mean several things: to test the strength of another's headplate, to establish the pecking order, or even a sign of camaraderie. You are able to headbutt others as a sign of friendship or dominance. In the former, your comrade will feel nothing but a faint thud, and their fondness for you as a friend grows. With the latter, it is a painful, but not fatal, experience that hammers in the idea of your supremacy to both the target and everyone who sees it. A third option allows you to kill someone with a headbutt; you're a massive lizard-man after all.

### **A Charging Freight-Train**

(100 KP)

-Is how many describe a Krogan charging into combat, with similarly destructive results. You gain a small boost to speed, durability, and strength when focusing on simply charging ahead at a target, stomping foes under your feet, or sending them flying with lethal results, while your target either becomes paste or crumbles into scrap upon impact. Should you have Biotics, this also affects your Biotic Charge ability. Also gives you an improved balance and negates any loss of speed due to uneven ground.

### **Convergent Evolution**

(100 KP)

Ah, but then again, much of the races of this galaxy aren't exactly to everyone's tastes. You can fix that with this. Before entering any jumps (This one included), you may dial up on how any sentient non-humans appear. Want everyone to look like humans with exotic features? Go right ahead. Want

to make even the Asari look like they came from one of Lovecrafts' novels? Sure. Sky's the limit really, long as they can be differentiated from humans.

### **Pure Krogan Spirit**

(200 KP)

The Krogan are survivors, with things like radiation, hunger, cold, heat, or anything else Mother Nature can throw at them only slowing the species down and not stopping them. You require a fraction of the sustenance and sleep other Krogan do, which is already far less than other species, while things such as extreme heat or cold take days to even start affecting you. Poison? They'll need pure Thresher Maw blood to start affecting you, and even then, there is a good chance you'll make a perfect recovery. Radiation? While a nuclear blast will still kill you, either with the amount of radiation or the blast itself, staying near an open reactor will start to cause problems only after weeks of constant exposure.

### **Mercenary**

(200 KP)

With the advent of the Genophage, most Krogan have lost hope of their species ever recovering, so they have instead taken up their arms and gone out into the galaxy to make a name for themselves among the stars as violent mercenaries and bounty hunters, with you having at least some experience in both. You know the legal code to the T, able to work around it when hunting for targets, then knowing how to subdue them, either dead or alive. You can, at will, appear far more threatening and dangerous to other folk, able to intimidate cops into letting you go about your business, and even forcing some of your targets into surrendering peacefully, lest they face the violence you threaten to unleash upon them.

### **Tank Born/Pureblood**

(200 KP)

Either you are the result of scientific genius like Grunt, or one in ten trillion born with the best features of your race. You are, to put bluntly, running on far superior hardware compared to your fellow Krogan. Your skin is more durable, your muscles stronger, your mind faster and more efficient. Within minutes of exiting your tube, you could wrestle a pair of Krogan with decades of experience by yourself, not to mention what kind of monster you could become should you live long enough.

## **Your Genes? No, My Legacy**

(200 KP)

The Genophage was deployed not only to curtail the Krogan's massive population growth, but also to stop them from cross-breeding on a mass scale with other species. You see, Krogan genetics are seemingly able to take some of the beneficial traits from other species and incorporate them into the following offspring, with many Asari diplomats being conquered and bred, leading to the small population of Krogan Biotics, who are always noted to be on the stronger side. This perk allows you to reproduce with other species normally incompatible with your kind, as long as they have matching equipment of some kind. Even Androids can be impregnated as long as they have a vagina for you to cum in, with a type of womb forming within the Android and resulting in a techno-organic child. Whenever you have children with other species/races/groups that possess traits you and yours do not, your children can inherit one or more of these traits at your leisure. This also allows you to determine the appearance, sex, any perks/abilities inherited, sexual preferences, and even the initial personality and disposition of your children.

## **Blood Rage**

(200 KP)

Though certainly useful when it comes to melee combat, Blood Rage tends to leave most Krogan vulnerable to outside influences, while also reducing them to rabid beasts. Thankfully, not so for you, as your mind remains far more calm when you enter this state, able to plan out precise strategies as you calculate the best angle to jump that son-of-a-pyjack Turian sniping at your quad. Your Blood Rage also seems to double your physical attributes for its duration.

## **Fast Learner**

(200 KP)

They say combat is a brutal but effective teacher, a lesson soldiers across species have embraced to heart, and the Krogan have excelled at. You learn to master your body, weapons, techniques, and powers far faster when in life-or-death combat. Years of harmless sparring can be replaced by throwing you into a war armed with nothing but boxers and a rusty axe, with the learning boost growing better the more outmatched you are against your foe. Fight against a Pyjack, and you'll receive no bonus. Fight a Reaper while armed with a peashooter, and you just might figure out how to disable the giant robot with said peashooter.

### **I'm Just Getting Started!**

(200 KP)

A drawn-out fight with a Krogan rarely ends well for the non-Krogan, mostly due to the Krogan's regeneration rendering most damage pointless. Well, in your case, there is a much more pressing matter: The longer you fight, the stronger and more durable you become, your stamina seemingly endless as you pummel foes to mush. Fight for a week straight with no pauses, and one punch could obliterate a massive Reaper. And there is the only downside of this perk, for the boost goes away after all enemies have been slain/vanquished, and you remain non-threatened for a minute straight.

### **Biotic Blues**

(200 KP)

It would seem you have some Asari blood in you. That, or you were exposed to Eezo as a baby and were granted Biotics, the powerful, totally not space magic™ wielded by the Asari and rarely by other species. You are now counted among these rare few, able to lift and throw small vehicles and people around with little effort, and are capable of disrupting the fabric of reality through Warps, Pulls, and other such moves. With this, you are equal to a Matron stage Asari, and with age and experience, your power and control will grow, eventually, no doubt, rivaling Matriarchs, if not even surpassing them outright.

### **Armory Smith**

(200/400 KP)

A Krogan's weapon is their closest partner, almost their lover even, so they know how to maintain them to the point where even dedicated weapons manufacturers are left stumped. You are able to maintain any weapon you have wielded for more than a day, knowing its quirks in and out like the back of your hand. But more importantly, you are quite the capable weapon smith, able to create and improve weapons of both ballistic and melee varieties, though for now, you only know how to do this for weapons meant for infantry.

Alternatively, should you prefer defence over offence, you may instead specialize in the creation and maintenance of armor, both the old-fashioned and new modern types, including barriers/shields so prevalent in this day and age. For **400 KP**, you have used your long life well and receive both benefits.

### **A Crazy Headbutting Uncle**

(200 KP)

Chances are, you've been around the block longer than most of the other folk running about, maybe you're even older than their current civilizations! In that case, doesn't it make sense that you should share some of your experience so they'll live for longer? You are a great teacher, able to teach the greenest of mechanics to wield a shotgun like a veteran fighter, while also giving wise advice to a rather naive and inexperienced commander when they need it. Anyone you teach in this manner, or indeed interact with for long enough, will come to see you in a positive and perhaps even familial light.

### **An Insidious, Slow Killer...**

(200 KP)

Is how you describe the genophage to the enraptured women, whose hearts and minds yearn to ease the obvious pain and suffering you must have gone through due to the Genophage and other tragedies you have faced. In a word, the more edgy and broody you appear, the easier it is to attract and seduce women, with these bonds becoming ironclad and, over time, withering away their former romantic relationships, if they had any to begin with.

### **Must Be A Mutant Of Somekind**

(200 KP)

All Krogan have regeneration, meaning as long as they remain alive, they can even recover from being reduced to a torso without limbs, except if they are burned or melted. Yours, however, is far more potent, to the point where you regenerate wounds in moments and lost limbs in a day or two. Even fire and acid are something that now only slow your regeneration, instead of negating it altogether.

### **Scientific Curiosities**

(400 KP)

Let's be real, the Krogan at first do not appear to be the most intelligent of species. But as was shown by Okeer, they are more than capable of being scientifically advanced and capable engineers. You are counted among the most intelligent and competent scientists, with the likes of Mordin Solus and Okeer counted as your peers. You are intimately familiar with the tech of the late 22nd Century Milky Way, able to work on, fix, and even improve designs and constructs. But you have a specialty, be it biology, Element Zero, or

something else entirely, in which you excel and are considered the foremost expert and authority on. For example, as a biologist, you could single-handedly design a cure for the genophage within the span of a year. You may purchase this again at a discount, each time mastering another specialty.

### **Battlemaster**

(400 KP)

Among the toughest the Krogan can bring forth are the Battlemasters, veterans of battle and terrors of war, each and every one. Your mind has been trained to always think the best strategy for any encounter, and your body is well defined even for a Krogan, to the point where a single strike from your fists is enough to kill most non-Krogans. Should you have Biotics, then their potency and control have increased, at minimum, making you the equivalent of a Matriarch stage Asari. You are always able to find ways to slay opponents, alternatively able to create said ways when none are originally there, and your strategies by default always lean towards the least possible casualties on your side, while maximising those of your enemies.

### **Shaman**

(400 KP)

Though most of Krogan culture died when the nukes fell, they've managed to scrounge back enough that their new culture, even if far more brutal and less expansive, can be called such. It is up to Shamans such as yourself to uphold the myriad of rites and rituals that unite your kind, along with keeping your history alive for future generations. Not only has your memory become inhumane, able to clearly remember small details told thousands of years ago, but your voice has become smooth and easy to listen to, allowing you to regale others with tales and lessons all day long. You are a teacher, able to shape even the unruliest of younglings into proper Krogan with no difficulty and in months, compared to the years of your peers. Finally, as you are the keeper of Krogan culture, you are able to enact changes as to how things are done. Mayhaps to accept a female Krogan into a clan, she must slay a Thresher Maw in a scant bikini with a sword, for example.



## **Items**

**For this section only, you receive 300 KP to spend.**

### **Ryncol**

(Free)

A drink that hits other species like ground glass, Ryncol is the alcohol of choice for most Krogan, who enjoy the strong kick it has. You receive a crate with fifty bottles of this alcohol, with it refilling at every Dawn.

### **A Cozy Shack**

(Free)

Everyone needs a place to lie their heads down in, even the lowliest of street rats on Omega at least have a small box to sleep in, if nothing else. While you're not in such a dire situation, this house/apartment isn't much to look at, able to house up to six Krogan, or double that of any smaller species, and covering the basic necessities such as electricity and water, both unlimited, along with food, which restocks every day after use. You may send any companions/followers here when not inserted, and it can appear in either a very isolated location or in a medium-to-low-income neighborhood.

### **Ammunition Upgrades**

(100 KP)

Though most guns of the 22nd Century propel miniature shards to lethal speeds, many are able to be modded to add additional effects to their shots, from incendiary, concussive force, freezing, or laced with actual polonium. There are many types of [Ammo Upgrades](#) to be found in the Milky Way. You

have here a crate with ten mods that you can install into any gun, with the mod adding an effect of your choosing to the gun's ammunition and being able to switch it on the fly. The crate itself refills every three days.

### **Striker Assault Rifle**

(100 KP)

Expect a Krogan to design even their assault rifles to be robust. More of a rapid-fire grenade launcher than a conventional assault rifle, the SAR fires high-impact slugs that explode upon contact. The weapon kicks like a mule, with the recoil being too much for other species. Even the more alien-friendly version has a recoil that affects the shooting of their wielders, though many have pointed out their targets have a lot more important things to worry about than the shooter having slightly bad aim.

### **Blood Pack Punisher**

(100 KP)

A type of submachine gun developed by the Blood Pack for their Vorchas, who often forget to optimize their ammo loads. It has two barrels, with the upper one shooting normal bullets in small bursts, while the lower one shoots a single armor-piercing shot per burst, leading to a particularly deadly weapon in a pinch.

### **Fornax: The Krogan'd Edition**

(100 KP)

The largest producer of porn in the galaxy, Fornax specializes in fetish content, be it about the Hanar, Turians, Batarians, Humans, Asari, or yes, even Krogan. You now own a version of Fornax focusing entirely on Krogan-centric content, at least in this universe. Once you move on, you may decide for the company to focus on another species or race alt-form you may have. Not only do you get professionally shot recordings of your dalliances with your partners, you now have a stable source of income, with the added benefit of anyone consuming it growing curious about the fetish shown, and more specifically, wondering how good of a lay you'd actually be.

### **A Loyal Varren**

(100/200 KP)

Native to Tuchanka, the Varren are canid-looking reptiles well known for hunting in packs and tearing apart anything that falls in their sight. Like many Krogan before and after you, you have domesticated one of these beasts, with it acting like a docile and jovial puppy, until you give the command to attack,

and it turns into a Varren-shaped blender. For an extra **100 KP**, you receive a pack of five Varren, each one well-trained and loyal to a fault.

### **Armor**

(100/200 KP)

What's scarier than a Krogan charging at you, murder in their eyes? A Krogan decked out in armor, of course. What you have here is Medium armor designed to add more protection to a Krogan, a species already tough to kill. It comes with a helmet that allows you to work in the vacuum of space with no issues, and it comes with a set of shields capable of tanking several hits before giving out and recharging. For an additional **100 KP**, this becomes Heavy armor, which weighs enough to crush a normal human, but to you is as light as a feather, while granting even heavier shields and better protection when they give out. With the Heavy armor, you stop being a normal fighter and turn into a Krogan-shaped tank.

### **Kakliosaur**

(200/300 KP)

One of the most tragic of losses suffered by the Krogan was the extinction of the Kakliosaurus, massive four legged reptiles with armor plates strong enough to withstand Rachni acid and heavy gun fire. But now, thanks to modern science, the Kakliosaur walk once more! You have here one such specimen, large and loyal, ready to carry you into battle and tear your foes apart. For an additional **100 KP**, you receive a breeding pair instead, ensuring that you may continue the species in the future.

### **The Monument**

(200 KP)

Despite their controversial relationship with the Citadel, the statue commemorating the Krogan's efforts during the Rachni Wars still stands proudly in the Presidium as a sign of what the race once was capable of, and what it could one day once more be. You have a statue depicting you in one of your forms, with this able to change at will to suit your desires. As much of a decoration as it is a statement, those who gaze upon it are left in awe at your deeds and feel the desire and certainty that they, too, can reach similar heights one day, should they merely strive towards it.

### **The Executioner Pistol**

(200 KP)

Originally built from scraps during a territory dispute within Omega, the Executioner has since become a standard backup weapon for many Blood Pack warriors. More of a handcannon than anything else, the Executioner fires a single high-impact, armor-piercing slug before needing a reload. It has enough power to stop a charging Krogan on its tracks, and most shields and armor are little more than set dressing when it is fired.

### **M-300 Claymore**

(200 KP)

A weapon as deadly as it is expensive, the Claymore is infamous for its kickback, with only Krogan able to handle it, while humans are bound to break an arm. It is devastating on short range, however, cleaving through shields and armor like butter, a perfect weapon for Krogan who want to get really close for a kill.

### **Graal Spike Thrower**

(200 KP)

The pride and joy of Tuchanka, the Graal was designed to hunt Thresher Maws by firing massive fletchettes capable of piercing Thresher hide and leaving behind bleeding wounds that cause blood loss. The weapon has two barrels, allowing for a quicker firing rate, and should you be swallowed whole or end up in melee, the gun has blades that can cause internal bleeding in the Thresher as you go. The gun can be charged for a stronger shot, though the kickback will send non-Krogans flying back if not braced properly.

### **Battle Hammer**

(200 KP)

Sometimes the best way to slay your foes is to use simple tools for the job, and there are few things simpler than massive hammers. Often wielded by certain Warlords and Sentinels, this hammer is the size of a child and packs enough of a punch to send several people flying if striking the ground, and pulverises most things if directly hit.

### **Kodiak Shuttle**

(200 KP)

Officially called the UT-47 Kodiak Drop Shuttle, it is a popular choice among the Alliance, Cerberus, and mercenaries alike for its hardiness and limited FTL capabilities. You own one of these shuttles, which can serve as a small home,

transport, and even a battering ram when in a pinch. Don't expect anything from the weapons department; however, these things were designed with transport first and foremost in mind.

### **The Workshop**

(200 KP)

Trying to maintain one's gear in a muddy trench is a bad idea, as is doing it with vehicles. A mechanic needs a Workshop to ply his trade properly, and yours is one of the best, able to fit three Tomkahs at once inside, while always having enough gear, space, and parts to fix anything brought in alongside up to nine other Krogan.

### **Krogan-Proof Laboratory**

(200 KP, Discounted with **Scientific Curiosities**)

A brilliant mind needs state-of-the-art facilities, and due to the temper of the Krogan race, everything needs to be durable enough to withstand any accidental punches, stomps, kicks, or headbutts. This laboratory is just that, with its equipment and layout shifting to accommodate your specialties and expertise, with the range of equipment growing as you become more skilled and knowledgeable in the ways of science.

### **The Memoirs Of The Past**

(200 KP)

The Krogan before the nuclear war were much different from the Krogan of today. They had actual high culture, art, music, literature, religion, and proper laws beyond tribal agreements. Almost all of it was lost when the war began, with a lot more destroyed in the centuries of clan warfare. But in your hands is a miracle worthy of several prizes and mating rights by itself: A complete record of everything built, known, and learned by those Krogan of old, including how they achieved such knowledge. By the standards of the 22nd Century, much of this knowledge is outdated, but to the Krogan, these could and should serve as a reminder of what they once were, and more importantly, what they could be once again.

### **Tomkah**

(400 KP)

Krogans build their technology to withstand the sheer abuse they put their gear through, along with to endure the harsh environment of Tuchanka and whichever hellhole the Krogan find themselves in. The Tomkah is a perfect example of this. An infantry vehicle twice the size of the largest IFV wielded by

the Alliance, this six-wheeled vehicle can trek across the blasted lands of Tuchanka, withstand the dangerous winds, heavy fire, ten-ton bombs, and even tank a blow from a Thresher Maw without immediately breaking. The only visible weapon the vehicle has is a mass-accelerator cannon at the rear section, which packs a punch expected of the Krogan.

### **Maw Hammers**

(400 KP)

Kalros, the mother of all Thresher Maws, was often summoned by the ancient Krogans by ringing the two massive Maw Hammers in a temple/arena built in Kalros' honor. You now own a replica of these two massive structures, which, when both are rung, will summon Kalros to aid you in battle for a limited time before she returns to Tuchanka. You may summon her in this way once a day, though if she lacks any opponents, she may instead target you and yours, so bear that in mind.

### **Giant Cannon**

(400 KP)

One of the many weapons created by the ancient Krogan are the massive ground-to-space battlecannons, a few of them still dotting the surface of Tuchanka. You have managed to restore one of these monstrosities back into working order, along with discovering the blueprints to create more of them. One shot from this is enough to destroy most ships, with only Dreadnoughts and Reapers able to take up to three hits before being destroyed.

### **The Frigate**

(400 KP)

Nimbler than Dreadnoughts, yet better armed than mere Shuttles, Frigates are perfect for planetside incursions and escort missions, able to house several troops for covert missions. Though lacking the experimental stealth capabilities and the efficient Eezo core of the Normandy, this Frigate packs enough firepower and armor to go up against a Cruiser, with decent chances of actually surviving and winning the encounter. The ship is able to hold up to two hundred personnel, including armed troops. Naturally, the ship has been scaled to Krogan standards, and it will be rather easy to upgrade it with any new additions or technology you may come across.

## **Deadpoint**

(600 KP)

Aria's not the only one who should have access to a massive space station.

Or at least, that's how the creator of Deadpoint thought, before he died in a shootout. Rivaling Omega in size, though bearing a shape and design of your choice, this space station can house thousands of people, over a million if you cram people tightly together, along with having enough weapons and armor to arm each inhabitant. There are enough docks to hold several Frigates and up to four Dreadnoughts. Perhaps due to experimental stealth technology or mere incompetence, authorities have a very hard time tracking and locating the station, though lowlives, mercenaries, and criminals will flock in droves should you give the call.

## **The Dreadnought**

(600 KP)

At their height, the Krogan had several fleets of ships that included several Dreadnought-class starships, each one just as blunt and brutal as their creators. Those days may be long gone, but you've managed to find and restore one of these monsters of void warfare. Its systems upgraded to match the technology of the late 22nd Century, this monstrous ship is able to take on fleets of smaller-sized ships and come out victorious, while other Dreadnoughts still need constant bombardment to fully destroy your ship, while also evading the powerful shots the cannons aboard it heap at them. It comes stocked with several fighters, along with a large crew of loyal Krogan to operate and maintain the massive vessel.



## Companions

### Import/Create Companion

(50 KP)

Each purchase allows you to either import or create a companion. They get 600 KP to use for perks and items.

### Canon Meet-Up

(Free/100 KP)

Purchasing this guarantees you will meet up with one canon character on good terms. If you can convince them to join up, you can take them with you as a companion. For **100 KP**, you may skip the persuasion and ensure a character will see you favorably and will agree to join you as a companion.

### Krantt

(100 KP, First One Free)

Most Krogan have Krantt, allies a warrior can trust to have their backs in any circumstances. You have here four Krogan of your preferred gender and temperament, each one a ride-or-die friend who'll charge through the Omega 4 Relay with you without hesitation. You may purchase this up to four times, each time receiving four more members to your Krantt.

### A Clan Branch

(100 KP, Free with **Battlemaster**)

After the nuclear war, the Krogan broke off into a myriad of warring clans. After the Genophage, most females have formed their own female-only clans, with the other clans battling for mating rights. You have either started a new Clan, be it a normal or female-only one, or lead a branch of a larger Clan, such as Nakmor or Urdnot. The clan comprises about 1000 individuals, meaning you cannot just throw them into the meat grinder all willy-nilly, especially if the Clan in question is female-only, in which case these women fully expect you to aid them in trying to give birth to as many live Krogan as possible.



### **Band of Vorch**

(100 KP)

The Vorch are often employed by the Blood Pack, who value the race's aggressive nature and quick adaptability to different environments. Be you another Blood Pack member employing them, or just a Warlord with eccentric tastes, you've come to lead this band of twenty Vorch, all of your preferred gender and highly loyal, if rather rowdy. A peculiar quirk inherent within these

Vorch in particular is their ability to adapt over time to suit your sexual preferences, with their children, grandchildren, and so on, all adapting far more beautiful features, with this ceasing when you've deemed them "refined" enough. Each generation is also far longer living than the previous one, with any of your immediate children being able to live up to a ripe age of 50, and this age increases naturally by another 50 years per generation, that is, unless you decide to alter their genetics yourself.

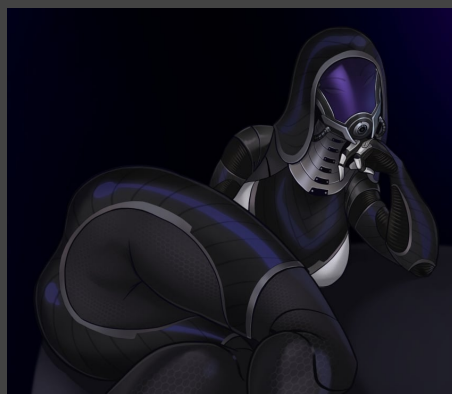
### **Kala'Raan Vas Tonbay Nar Raya, The Spark of Ingenuity**

(100 KP)

The childhood friend and sister in all but blood to one Tali'Zorah Vas Normandy Nar Raya, Kala, and Tali were considered the shining future of the Quarian species when growing up, and as we've seen, Tali did not disappoint, and neither did Kala, with the latter becoming her friend's equal in

Biochemistry, instead of technology. 5'6 tall, rather curvy, especially for a Quarian, and very friendly in part due to touch starvation, Kala thinks both the

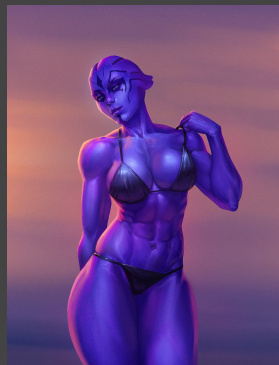
Quarians and the Krogan have been dealt a bad hand by the rest of the galaxy, and she has eagerly joined with you to help both species regain their footing. If she happens to find the image of her, Tali, and many other female Quarians pregnant with your children extremely arousing, well. I'm sure it will be fine.



### **B'lani T'soni, The Iron-Bodied Sister**

(100 KP)

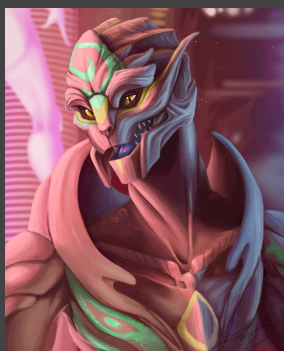
Taking far more after Aethyta than Benezia, B'lani has made it her mission to also possess brawn to equal her brains; she knows her way around most weapons found in public use and has begun training as a Huntress. She values her sister very much and is quick to insult and attack anyone who treats Liara with anything less than actual kindness. Though on the surface a gruff, cynical tomboy, dig a bit deeper and you will find a girl who simply wishes to let go for once and allow someone else to make the decisions and the protecting. You are one of her mentors, and one of the few whom she explicitly trusts. How will you guide her forward?



### **Yakkus Teveria, The Blackpowder Centurion**

(100 KP)

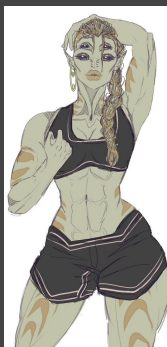
Yakkus is a contradiction. Hailing from a long line of distinguished officers, with even a Primarch or two among her ancestors, Yakkus has thrown all of that out of the window and has instead found work as a mercenary specializing in heavy armor and heavier weapons, to the point where many wonder if she isn't in truth part Krogan. You met on a gig and immediately hit it off, with Yakkus deferring to your decision-making and trusting your judgement to an almost fanatical degree. You've also noted that she becomes rather excited whenever you lose your temper with her or start cursing out the Turians for a variety of faults. She's more than once apologized for the failures of her kind and is often rather eager to help make it up to you by offering her body as compensation.



### **Pranya, The Breaker of Wills**

(100 KP)

The strong rule, the weak serve. A simple rule that Pranya has followed since childhood. Renowned for her ability to leave even the most stubborn of captives as mewling messes, she has made a name for herself within the Hegemony, and it is said there isn't a slave she cannot tame. Unfortunately for the Hegemony, Pranya has deemed you a far worthier master to serve, and she will gladly break mercenaries and her former allies alike to please you. Of course, breaking in slaves leaves her rather hot and bothered, so she always meekly asks if you'd be willing to help her let off steam afterwards.



### **Jorgal Dhara, The Spirit of Inquiry**

(100 KP)

Hailing from a clan famous for having one of the longest-running bloodlines among the Krogan, Dhara made it her mission to record as much as possible of her people's long and tumultuous history. That was centuries ago, and yet her thirst for knowledge never quite went away, and so she has studied the histories, culture, and sciences of the myriad races that dot the galaxy, earning herself many PhDs and nominations for her work. Ask her anything about the Turian, Salarian, Elcor, or Hanar cultures, and she will be able to regale you with decades' worth of knowledge. Her latest project has been the humans, and she hopes that with your aid, she will come to know more of these newcomers. Joining her is, of course, her trusted Pyjack Gromm XXIV, and

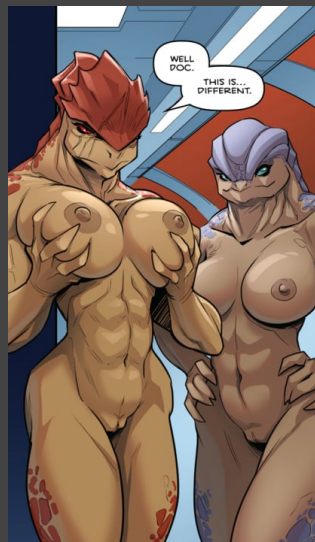
threatening him is a sure-fire way to discover that even a Krogan “bookworm” is capable of brutal violence when provoked.



### **Urdnot Wrex and Urdnot Grunt, The Krogan of Tomorrow** (100 KP)

Either Okeer did something funny, or time travel is real. For before you stand, no doubt, the most famous Krogan known to most. Wrex, the leader of Clan Urdnot, and Grunt, the tankborn “superior” Krogan. Only, they’re both far more feminine and have breasts? And they’re looking at you all cloudy-eyed...

Apparently, the Mordin of their timeline found a different cure for the Genophage, which resulted in certain Krogan turning into a far more humanoid shape, as their wombs became able to crossbreed with other species. And, these two have decided you are the perfect partner for them.



## **Scenarios**

### **The Rebellions**

It is the year 700 CE; the Rachni Wars ended four hundred years ago, and the Krogan have expanded massively, to the point where some refer to them as a full-on plague.

After the conquest of the Asari colony of Lusia, relations between the Krogan and the Council soured and broke down. Now, war is on, and it is up to you to ensure the Krogan come out as the victors, instead of the victims of Genophage.

This isn't the Milky Way you may be familiar with. The Council only holds the Asari and the Salarisians, with the Turians themselves an untested newcomer race and humanity nowhere to be seen.

And the Krogan themselves are a dangerous force indeed, their hearts afire and able to repopulate far faster than their enemies can kill them. Conquering worlds, subjugating populations and entire species, it is rather easy for the Krogan.

But we both know what will cause the Krogan to fail, don't we? Created by the Salarisians and released by the Turians, the Genophage will prove a devastating weapon and morale breaker for the Krogan, and it is what you have to stop the weaklings of the Citadel from deploying, if you wish to claim victory for the Krogan.

The Salarisians have always looked down upon your kind, seeing you as mindless savages to be uplifted as weapons, then discarded when you were no longer useful. It is in their laboratories that the Genophage will be created. Time to pay your "saviors" a visit on Sur'kesh and show the Salarisians what it is like to live among rubble and survive on scrap.

With the Salarisians dealt with, you should deal with the Turians, the most militaristic of the remaining major species, next. New on the scene and eager to prove themselves, the Turians will counter your strength with strategy, your wrath with discipline. But, since the Genophage was never developed, you could quite simply drown them in bodies if you dislike other strategies.

After the fall of their allies, the Asari will feign subservience and surrender, while trying to install their people as advisors to aid you in restructuring society. In truth, they will try to manipulate your people, turning them into puppets. The best way to break the Asari is by taking Thessia, tearing down

their temples, and revealing the Prothean Beacon hidden within one of their greatest temples to the wider galaxy.

***When all is said and done, when the Krogan have conquered Citadel space and subjugated much of the galaxy, you receive the following:***

### **[The Genophage Mastered]**

While it was never deployed, you've managed to gather up multiple samples and data on the Genophage. Now, whenever you first enter a new Jump, you may release it upon a species of your choice, with it being able to alter a myriad of factors. From fertility to viability, gender ratio, and even what traits are more likely to be inherited. After entering a jump, you do still possess the actual Genophage samples and could fashion similar effects as mentioned previously, though how you go about spreading it is a different matter entirely.

### **[The Krogan Empire]**

The Krogan now rival only the Prothean Empire and the major powers of other Cycles, in both size and might, though they are still lagging behind in technology. You control the entirety of what was once Council Space, with the Citadel retaining its position as a gathering place for most species, even if the new owners are a lot more violent than the Council ever could. Tuchanka has been rebuilt, and the many ruins restored to actually livable conditions. Thessia, the home of the Asari, serves as a breeding ground for half-Krogan Asari, all the while the Prothean Beacon is plundered for all of its knowledge. Palaven, the home of the Turians, serves as a breeding ground for a more disciplined sub-race of Krogan, bringing about units that are as brutal as they are strategic. Finally, Sur'kesh. The home of the Salarisians and the failed architects of your doom has become a resort world of all things. What Salarisians remain have been turned into servants and slaves, with their scientific knowledge copied and utilized to throw this new empire far beyond its current might.

### **[Shiagur, The Matron of War]**

One of the champions of the Krogan, Shiagur distinguished herself as a worthy Warlord during the war, and you naturally took her as your mate. Her fertility is incredible by even Krogan standards; she bears many daughters and few sons for you, while also fanatically believing in Krogan supremacy wholeheartedly. Any who stand in the way of your conquest will be broken and made to submit, or eradicated entirely, preferably at the hands of her forces, or herself in person.



### **A Shepard, A Krogan**

What a rotten turn of events, huh? The one who would one day become Commander Shepard never survived the Skyllian Blitz and was declared MIA after the fighting. If they'd have become the Lion of Elysium, the Sole Survivor, or the Butcher of Torfan, it doesn't matter.

In this dark age, events will conspire to place you in the Commander's shoes, from receiving command over Normandy to being inducted as the first Krogan SPECTRE in, possibly ever.

You must walk the path that Shepard did over the course of the three games. If you follow their choices to the letter, or throw the entire script into flux and forge your way ahead, you must prepare the galaxy for the coming Reapers and see most of it through without mass death, be it by using the Crucible or through other means that do not include Indoctrination or Assimilation.

Good luck, Commander. You will certainly need it.

***For stepping into the shoes of Commander Shepard and saving the Milky Way, you receive the following:***

#### **[The Shepard]**

No matter if you were a Paragon or a Renegade, you've proven yourself a master of words, conviction, and pure charisma. You are able to keep sight of a singular goal and always know just the trick and thing needed to advance towards said goal. You have a very easy time convincing people, even those eternally locked in bitter conflict, to lay down arms and aid you in whatever goal you have, while also inspiring unity between different groups and species.

### **[Shepard, The Slave Soldier]**

In a rather shocking twist of fate, you discovered Shepard aboard a Batarian vessel. Broken down by years of training and sexual abuse, a little of the former soldier's mind remains beyond their skills as a fighter. Rivaling their counterpart during the events of the first Mass Effect, this Shepard defers to you at all times, and the mere thought that you might die is enough to make them catatonic. Due to their years as a sex slave, Shepard has developed a mild case of nymphomania, and they regularly come to you for relief.

### **Trouble At Eden Prime**

The year is 2183, the official beginning of the Reaper War. In the coming weeks and months, the fresh colony of Eden Prime will be invaded by the traitorous Spectre, Saren Arterius, along with his Geth allies and the massive Reaper named Sovereign.

It is up to Commander Shepard and her unlikely crew to stop Saren's plans of summoning the remaining Reapers to the Milky Way and save the galaxy by doing so.

Events will conspire to see you joining Shepard's crew when she first arrives at the Citadel. It is up to you to aid her in this endeavor; after all, a dead Galaxy means the Krogan also dying out.

### **The Citadel**

The starting point for this little adventure, other than the skirmish at Eden Prime. The heart of the supposed "civilized" space, the Presidium, gives off the impression of beauty and perfection, but go to the Wards or lower and you'll see just how truly rotten everything is.

You'll be picked up by Commander Shepard in short order, but there are several objectives you can, and should, tackle before departing.

The most pressing matter is the safety and survival of Tali'zorah vas Neema, who has come into the possession of incriminating evidence against Saren, which would be monumental in exposing his deeds. Only problem is that Tali has been set up and will walk into an ambush meant to kill her and destroy the evidence. She'll certainly be surprised when a massive Krogan charges into the rescue.

There are several less pressing issues as well, which can be dealt with during your initial stay, or over the coming few weeks of hunting for Saren.

Sha'ira, the famous Asari Consort, has fallen into a bit of trouble involving a Turian general named Septimus, who has spread lies about her to anyone willing to listen, including an Elcor diplomat named Xeltan. Do offer her a hand in calming things down; she's rather famous for her skill with words and her hands...

One Doctor Michel, operating in the Wards, has come into a bit of trouble concerning a Krogan blackmailer. One of the few truly altruistic folk in the Wards, Michel is considered essential for the survival of some of the people here. If the thought of having a skilled doctor in your corner isn't attractive by itself, it should be noted that the good doctor is rather attractive and seems to prefer non-human men as romantic partners.

An up-and-coming young reporter named Emily Wong has made it her mission to uncover corruption within the Citadel and would be willing to hire you as a helper. Her first request is for some help in infiltrating Chora's Den and gaining some info held by Wilson Fisk, someone who will be meeting his demise in quick order within the next few hours. Her other request, more than a bit challenging for a Krogan to do, is to plant a bug within Citadel Traffic Control, so she may gain footage and audio of the traffic controllers being overworked. A kind and honest soul, Emily could be a valuable asset in turning the public's perception of the Krogan on its head.

***For doing some groundwork on the Citadel and putting out certain fires before they escalate further, you receive the following:***

**[Tali'Zorah Nar Raya, A Damsel In Distress]**

A young woman, scared and confused about the world, gets saved by a rugged hero from a bunch of assassins and is then swept away to save the galaxy... How could she ever resist developing an interest in her savior?

Indeed, though inexperienced in matters of love, Tali has become rather smitten with you. Expect her to modify your guns and other equipment without any prompting, along with her getting all jittery and nervous when near you. Just remember, Tali has had no physical contact with another thus far and is very innocent in her way of thinking about love and romance.

**[Sha'ira, The Consort of Hearts]**

The entire debacle with Septimus served as a wake-up call for Sha'ira, who had grown perhaps a bit too comfortable in her current position as the Consort. So, needing a change in scenery, she has joined you, alongside five of her best girls. While her girls have little to offer beyond their enthusiasm and skills in bed, Sha'ira is also willing to use her centuries' worth of experience and contacts to aid you in the trials ahead... Also, you might be one of the best lays she's ever had, so she'd rather not see you go just yet.

### **[Dr. Cloe Michel, The Angel of the Wards]**

Digging a bit deeper into Dr. Michel, it turns out she used to moonlight as Miss C, a prominent actor in Fornax, where she often slept with Krogans and Turians exclusively. Embarrassed by her past, her blackmailer had tried to turn the good doctor into his exclusive slut, but since you've put a stop to those plans, along with her developing that old itch, Cloe has decided that, when she isn't patching up patients and your forces, she wouldn't mind taking an occasional ride with you. Despite her meek appearance, she likes it very rough and is a screamer, so soundproof the room and keep medigel on hand.

### **[Emily Wong, The Inquisitive Mouse]**

At the very center of Emily's core burns a desire for truth and justice. Before meeting you, this meant doing things by the book and trying to keep from breaking any Citadel laws. Now, though, she's learned that some laws must be broken for the sake of justice. And since you went out of your way to help her, clearly, you are just as driven by justice as she is. You'll find the young reporter will always try to cover you and yours in the best possible light, while digging up any dirt on your opponents, which she will air to her ever-increasing audience. And when the camera isn't broadcasting, with her, it's never turned off; she wouldn't mind recording something a bit more risque for the two of you to reminisce and watch later.

### **Therum**

Though heavy in resources, Therum is lightly populated due to the heavy volcanic activity and toxic atmosphere. You aren't here for sightseeing, however, but to find one Liara T'soni, a prominent Prothean expert and the daughter of Benezia, one of Saren's most stalwart allies.

You'll have to fight your way through pools of lava, several Geth squads, and don't even mention the Mako and Commander Shepard's less-than-stellar driving skills.

Liara herself is trapped within a Prothean digsite, having somehow activated a prison cell. The device will be near-impossible to disable, so you'll have to find a way around it to get to Liara.

After that, it should be a quick run back to the Normandy as the ruin is swallowed by lava. There might be a few cloned Krogan for you to deal with, however.

***For pulling a daring rescue on a nerdy archeologist, you receive the following:***

**[Liara, The Out-of-Loop Maiden]**

Suffice to say, Liara's studies did not prepare her for any of the chaos that she has so far experienced, nor the trouble that awaits her in the future. It is rather adorable how she seems to hold a crush on both you and Shepard due to rescuing the young Asari. She won't make a move, however, confused by her feelings and indecisive over which to choose. Mayhaps it is best to let her come to a decision on her own? Or you could always just corner her in a room and pound any of her doubts away, along with some of her brain cells. She might be quarter-Krogan, but clearly, she hasn't inherited any of the durability.

**Noveria**

Cold pit of bureaucracy and capitalism, Noveria is a world of ice, snow, and corporate greed. There are several research sites scattered across the entire planet, though you'll need to get clearance first at Port Hansam from the very corrupt administrator, the Salarian Anoleis.

Though your main objective is to reach Peak 15, where Benezia was last seen, you could grease the wheels of bureaucracy by aiding one Gianna Parasini in exposing Anoleis' corruption to the board, therefore not only dealing with a particularly annoying Salarian, but also gaining the gratitude and connections of Gianna, who holds a lot of influence and knowledge of the corporate world in general.

Once you've gained a garage pass and dealt with some Geth hiding within crates, you'll have to make your way across the frozen landscape of Noveria inside a Mako... You might be able to convince Shepard to let someone else drive there.

Unfortunately, once you do reach Peak 15, you'll come to find that the researchers there have managed to resurrect and clone Rachni, who have been extinct for thousands of years at this point.

Fighting through crazed Rachni, indoctrinated scientists, and neutralizing a neutron purge, you'll find Benezia deep within the facility, where she and her remaining Commandos will fight you to the last.

A final hurdle shows itself in the form of the Rachni Queen, who begs you to spare her and let her depart to distant planets far from other life so she and her kind may live in peace. On one hand, she is an old enemy of your species. On the other hand, she is much like you are now, reviled and hated. Mayhaps it's time to bury an old hatchet once and for all?

***For surviving the hellhole that is Noveria and making it out of Peak 15, you receive the following:***

**[Gianna Parasini, The Corporate Spy]**

After six months of being forced into enduring Anoleis and his bullshit, Gianna was naturally very relieved and satisfied when she, with your help, finally managed to nail him on corruption charges. Though prioritising the arrest of Anoleis over rewarding you for her aid, she did make sure to leave a bottle of Ryncol at the Normandy for you to enjoy, along with her contact details and a saucy picture of her at a nude beach. And who knows, make it worth her while, and maybe she'd be willing to give you insider info on the current stock markets.

**[Benezia, The Matriarch of Lust]**

When Benezia was defeated, she and her Commandos were accidentally exposed to an experimental treatment meant to combat the Indoctrination. It works, mostly, but the side-effects were considered not worth it and the project was scrapped. Benezia's body is in a constant state of arousal, to the point where a gentle caress has her cum her brains out for a few seconds, at first at least, as she does gain some semblance of control over her new condition. Her mind remains sharp, thankfully, even if her vocabulary has turned a lot

dirtier, and her plans now often include a lot more fucking, somehow always roping you into her schemes when needed. Speaking of, she has begun to slowly push things along so that you, Liara, and Shepard can all get together as a polycule, with the implication that she'd also join in when the time is right.

### **[The Commandos]**

Just like Benezia, her Commandos were exposed to the Indoctrination cure, leading to all of them developing a severe case of nymphomania, with the added side-effect of their loyalties all switching from Benezia to you instead. So now you have a group of incredibly loyal, incredibly horny commandos at your disposal. Be it to kidnap a certain target, to assassinate said target, or to just declare a massive orgy, they'll do anything you say without hesitation. Should you find anyone you deem worthy enough, you may induct another woman into the ranks of the commandos, her quickly developing a similar mindset and nymphomania as the rest of her comrades.

### **[Peak 15]**

After Binary Helix publicly washed their hands of the facility, and even the Noverian government found it too bothersome to continue maintaining, you have now become the owner of Peak 15. State-of-the-art science labs and facilities dot the entire structure, making it perfect for any form of research you might wish to conduct, though it does offer the best results when it comes to biological matters. Unfortunately, it lacks any staff, with only the human-shaped VI, Mira, keeping you company. But finding competent scientists shouldn't be too hard for a Krogan of your talents, hmm?

### **Feros**

A planet whose surface is covered by toxic clouds of radiation, Feros is notable for the myriad of Prothean ruins jutting far into the sky. The only population so far is a colony set up by the Exogeni corporation, whose research has been less than ethical, to put it mildly.

From the moment you touch down, it will be a constant fight with the Geth. From Zhu's Hope all the way to Exogeni Headquarters, it will be nothing but hostile Geth and on-edge humans.

In the headquarters, you learn from Elizabeth Baynham that the corporation has conducted experiments on the colonists involving the Thorian, an ancient

species of plant that lives beneath the colony itself, and its mind-controlling spores.

Dropping Elizabeth at the Skywatch, along with no doubt putting down the corrupt Ethan Jeong, you'll find most of the colonists have fully succumbed to the Thorian's control, and several strange plant-creatures have also appeared to cause trouble. Thankfully, you received several neural gas grenades from Elizabeth's mother and can quite easily subdue the colonists.

Finally, when you venture below the colony, you come face to face with the Thorian and its avatar: A clone of an Asari named Shiala. Negotiations are likely to break down quickly, and after slaying the Thorian, you'll converse with the original Shiala, who will give a Cypher to Shepard, which aids her in understanding the Prothean visions plaguing her mind.

***After surviving Feros and leaving it in the figurative back mirror of the Normandy, you receive the following:***

#### **[Zhu's Hope]**

Though severely battered after the Geth attack, not to mention the loss of Fai Dan, Zhu's Hope stands strong thanks to your assistance. Naturally, they defer to you as their leader, at least until you choose another to lead them while you're off wandering the galaxy. Though you've noticed a suspicious phenomenon among the colonists. Perhaps as a leftover side-effect of the Thorian, though even new colonists seem to become affected, the colonists are highly suggestible to your words and actions. Or rather, anything you say or do registers to them as the right and proper answer. You'll have to decide if you'd rather exploit this for your own ends, or if you'd rather try to find a cure for this condition.

#### **[Shiala, The Sow Commando]**

Her time with the Thorian left Shiala changed. For one, she is far more curvy than she was before being consumed. And for another, the creature seems to have scrambled her mind somewhat, leaving her deferring to you as her Master. She is far more willing to go with whatever you have planned, though more convoluted or heinous actions require some convincing. And as it turns out, her fertility has gone from "single child" to "triplets at minimum", her body always being able to handle the strain, even finding it pleasurable.

### **Virmire**

A tropical planet on the border between the Terminus System and Council Space, Virmire is filled with sun, beaches, and lots of oceans. It has also become the base of operations for Saren's studies into Indoctrination and Krogan cloning.

Upon arrival, you'll ally yourselves with the small team of STG agents, led by Captain Kirahe, and plan out an assault where one group plants a nuke within Saren's facility, another distracts the main forces, and the third disrupts communications and offers aid where possible.

What particularly interests you is the research done to clone all of these Krogan, along with any possible data they have on the Genophage. Grab a copy as you go, lest it be wiped out in nuclear fire.

Things go bad, and Shepard is forced to make a choice between the distraction team, which includes Kirahe and one of her oldest teammates, or the other group guarding the nuke, which also includes her other oldest teammate.

She orders you to get whichever group she herself doesn't go for, and you'll have to fight your way through waves of Krogan, Geth, and even husks to save your teammate and hightail it out in time before the nuke explodes.

***For surviving Virmire and making sure your entire team makes it out, you receive the following:***

#### **[Virmire]**

Ignoring the massive crater left by the nuke, Virmire is still just as beautiful as before, and this time there is no Reaper presence either. Since neither the Citadel nor the Terminus Systems themselves particularly care to settle on the planet, it has, through some legwork, fallen under your dominion. Wanna keep it as a private resort, turn it into a wildlife sanctuary, maybe the heart of the Krogan Resurgence? That's up to you, really. No need to worry about pirates for the most part, at least not in this verse; they seem to ignore the planet, unless specifically targeting it for whatever reason.

#### **[Clone Research]**

Though the facilities used to create Saren's clone army went up in flames when the nuke blew up, you did manage to secure the clone research

conducted by Doctor Droyas before you blew his head off. While you'll need to find the right equipment elsewhere, you have all the data needed to create Krogan clones and mature them up within a month, even if they are still affected by the Genophage. You may also use this research as the basis for any cloning research done with other species, should you desire to create an army of cloned Asari or other such species.

### Ilos

The time is running out. After making a daring escape from the Citadel, the Normandy is heading for Ilos, a legendary world of the Protheans thought lost to time, in an effort to stop Saren from claiming the Conduit and summoning the Reapers from Dark Space.

After a steamy encounter with Shepard and Liara, finally solving the love triangle by pounding both ladies in to mush, your group is airdropped in a Mako, and the chase is on, culminating within a Prothean vault, where you discover several Protheans in frozen stasis and witness Saren just barely escaping beforehand.

Finally, you arrive at the Citadel by using the Conduit and have to ensure the following takes place: The arms of the Citadel are open so the fleet, consisting of Council and Alliance ships, can destroy Sovereign. Ensure the Destiny Ascension survives the battle with the Council inside it. And finally, put down Saren for good.

***For stalling the Reaper invasion and saving the Milky Way from Saren's plot, you receive the following:***

### **[Ilos]**

An ominous world, Ilos has been lost for thousands of years after the Mu Relay was knocked off its original orbit. Since no one else has managed to discover the planet yet, you've set up shop on the surface and claimed the planet for yourself. There are several Prothean and Inusannon ruins dotting the planet, and while the latter only holds remnants of technology, the former could, in theory, hold a few Protheans still in stasis. In future verses, Ilos will

be just as elusive and hard to discover by anyone not allied with you, ensuring it will remain a hidden bastion from any foes or renegades looking for trouble.

### **[The Conduit]**

The Conduit really saved your quads, didn't it? And now, this miniature Mass Relay may do so once again. Once per year, you are able to activate the Conduit and be teleported into the main base of your enemy, should they have one, and arrive in an area from where you can infiltrate in peace, or go in guns blazing like a proper Krogan. The rest of the year, the Conduit is merely a decoration, more of a conversation piece. Then again, you could always inspect it and create more Conduits, if you have the technological know-how.

### **[Normandy SR-1]**

The Alliance ship that has served as your home away from home till now. No doubt you've forged strong friendships, and possibly gained more than a few lovers among the human crew. Any wonder then that these folks would rather follow you into future jumps? Though the ship wasn't designed with Krogans in mind, you always seem to fit into its halls, no matter how large a form you take. And the crew themselves are loyal, each and every one. Should any of them meet an untimely demise, old age not counting, then they shall be revived within a week.

### **[Commander Shepard, The Spectre of Humanity]**

Whoever Shepard was before Eden Prime, whether she was a war hero, sole survivor, or a butcher, doesn't matter. What matters is that she went the distance and saved the galaxy, and she has in part you to thank for it. Don't expect any hugs or kisses; that isn't in her nature. But you aren't so bad, for a Krogan at least. And since you helped her out, she's figured she could give you a hand with whatever threats await in the future.

## **The Collectors**

The entire galaxy shook two years ago when reports of the SSV Normandy's destruction and the death of Commander Shepard reached the public news. Since then, the original crew gathered by Shepard has scattered across the galaxy, continuing on despite the tragedy.

The year is 2185, and human colonies within the Terminus Systems have begun to disappear. The Council and the Alliance will not aid or investigate, be it due to legal red tape, negligence, or outright corruption.

In the midst of all of this, it is the human supremacist group known as Cerberus, who have for the last two years worked on achieving the impossible: Bringing back Commander Shepard so she may deal with whatever is abducting the human colonies. Despite the group's feelings about non-humans, the Illusive Man has seen fit to recruit you as one of Shepard's first teammates for the upcoming trials, your particular brand of skills a boon he cannot let slip past.

Your task is to aid Shepard in solving this crisis, which is, in truth, caused by the Collectors, fully indoctrinated Protheans, who are trying to create a Human- Reaper from the remains of the colonists.

Unfortunately, their base of operations is situated on the other side of the Omega 4 Relay, which is notorious for the fact that no ship other than the Collectors' own ever returns. Upgrade the Normandy and gather a team of specialists to aid you in this Suicide Mission. And along the way, earn the loyalty of the entire crew and steal them from Cerberus, to infuriate the Illusive Man, if for no other reason.

### **The Yeoman**

One of the friendliest faces aboard the SSV-2 Normandy is a cheerful redhead named Kelly Chambers, a woman who, on the surface, has been assigned as the yeoman and psychologist to aid with the crew's well-being. The woman herself believes these to be her only tasks, but in truth, she has been assigned to give a more positive image of Cerberus to both Shepard and you, while her reports are used by the Illusive Man to gather important data on the entire crew and team.

Kelly herself believes Cerberus to be merely misunderstood, believing the lies and deception spouted by the Illusive Man fully. However, converting Kelly to your side can be done quite easily, as the young woman is a large xenophile and has always been curious about having sex with a Krogan. A few friendly conversations, some flirting, and you will have her bouncing on your cock and swearing allegiance in no time flat. Her role as a psychologist and yeoman would allow her to influence other members of the crew, making her a valuable asset beyond just her body.

***For converting the cheerful Yeoman into your ally and proving the superiority of Krogan virility, you receive the following:***

### **[Kelly Chambers, The Krogan'd Yeoman]**

Though still as cheerful and friendly as before, Kelly's loyalties have shifted from Cerberus to focus entirely on you and your agenda. In public she continues to serve as counsellor and yeoman, keeping spirits up and offering advice to crewmembers. In private, she is your private slut, her body adorned with Krogan tattoos and her mind set on turning the entire female population of the ship, which is suspiciously two-thirds of the entire crew, into more of your lovers.

### **[Empathetic Analysis]**

In between sessions of rough mating, Kelly has imparted to you several lessons on how to read and act around others. You are an excellent judge of character, able to discern the true nature behind any act or lie, while at the same time knowing exactly how to manipulate and react to them.

### **The Doctor**

Mordin Solus, a name that to the few Krogan in the know is one of the most hated Salarians in existence, for it was he who altered the Genophage to hinder the Krogan's naturally developing a resistance against it.

Lately, he has opened up a clinic within Omega, where he treats people affected by the plague running through the slums. Aid him in spreading the cure and recruit him for the team, as his medical knowledge is second to none.

Debate and whittle down his excuses, force him to accept the atrocities he has committed in the name of "galactic security". On some level, Mordin knows he has committed evil; you just need to bring it to the surface.

When Maelon, one of Mordin's former students, goes missing on Tuchanka, join him in discovering the lengths Maelon has gone to try to right the wrongs committed by the Salarians with the Genophage. And when all is said and done, whether Maelon lives or dies, you must convince Mordin to keep the data his student managed to gather on the Genophage. Mordin Solus once enforced the death of your kind; perhaps he will yet atone for his deeds.

***For forcing Mordin to face his past and making him atone for his sins,  
you receive the following:***

**[Genophage Research]**

This is comparable to a holy grail when it comes to Krogan: The research conducted by Maelon on the Genophage. With this alone, you could bring about a cure in a few years' time, far faster if you specialize in biology. You could even modify the cure, have it produce several different effects in Krogan, from an increase in certain hormones, increasing or reducing fertility, even the biological features of the ensuing progeny.

**The Archangel**

A vigilante on Omega, Archangel has made a name for herself as a bringer of justice to the criminals and mercenaries of the space station. Her cunning strategies and loyal crew have made her the terror of many, along with earning the ire of the Blue Suns, the Eclipse, and the Blood Pack, who are now laying siege upon their base with the intent to slaughter the vigilantes to the last.

You and Shepard must rescue this group from the wrath of the mercenaries, with Archangel revealing herself to be Solana Vakarian, the sister of Garrus Vakarian, one of Shepard's original crewmates, who has since returned to Palaven to organise some measure of defence against the coming Reaper threat, while Solana herself has struck out into the galaxy after being inspired by the tales told by her brother.

Despite her crew being saved, Solana views the entire siege as a massive failure on her part, and she becomes rather withdrawn and scared of being in command. It is up to you to encourage and lift her back up, for the same spark of greatness within her brother is also within her. You just need to bring it to the surface.

***For lifting Solana out of her funk and seducing her in the process, you  
receive the following:***

**[Solana Vakarian, The Archangel (Of Justice)]**

Who knew, a good pep talk and a shoulder to cry on go a long way in motivating a woman to not only get her head back in the game, but also to get

her interest in you sparked. She'll do things strategically, starting from simply gifting you a bar of chocolate, (She wanted to give you some Turian chocolate, but the health risks were too dangerous), then escalating from there to fancy dates, dancing, and finally showing you how flexible Turian women can be. Just be ready for the shovel talk with both Garrus and Castis when you finally meet.

### **[The Avenging Court of Omega]**

During her time as Archangel, Solana managed to scrounge up a crew of vengeful women among the lowlives of Omega, each one yearning to bring some justice into the corrupt space station. In saving them, you've also earned their loyalty; the women, of different species, all eager to repay you. Be it to cheer on Solana in her courting you, or as fire support in the battles to come, you'll struggle to find a more closely knit group of women than these Angels.

### **The Convict**

Subject Zero, Jack. A human biotic with the power of an Asari Matriarch, Jack has been on the run for a long, long time, mixing in with all manner of lowlives and criminals in the process.

After a deal goes wrong aboard the prison ship Purgatory, she is released from her cryo sleep and tears her way across the ship. Shepard will manage to somewhat calm the Psychotic Biotic down, enough to convince her to join you on the Suicide Mission.

In the days that follow, however, Jack will make herself more and more of a nuisance, to the point where she constantly butts heads with the Cerberus crew and even you, as she will default to the thinking of taking down the biggest fellow in the group to establish dominance, which more than likely means you.

Either help Jack calm down by confronting her past and having her move on from it, or break her down until she is a mewling pet seeking your approval. Either way, she is more of a hindrance than an aid as she currently stands.

***For forcing Jack to finally calm the hell down, you receive the following:***

### **[Jack, The Subject Named Zero]**

Jack is... A rough woman, even after you got her to stop acting like a rabid animal; years of mistreatment and cruel circumstances do not go away so

easily. Not that she herself seems to care too much; that you actually care, and managed to convince her of the fact, is plenty enough for her. Oh, she'll still look at anyone annoying her like they killed her dog, but you make her want to be... Better. Who knew, beneath all the scars, trauma, and general darkness of life, there's an innocent heart, crying out for a hero to lift her up from the mud.

### **[Tattoo Expert]**

If being a warrior, lover, or whatever else ever grows stale, you could eke out a good living as a tattoo artist, especially after the several lessons given by Jack. You are an expert in designing and inking tattoos, be it with modern tools or with more primitive means, always getting the job done in a fraction of the time, and with little pain to whoever you're tattooing. Should you ever come to possess magic or other such energies, you can imbue your tattoos with said energies to grant different effects.

### **The Experiment**

Heading to the planet of Korlus to recruit Okeer, the infamous Krogan Scientist, the mission results in the doctor's death and the destruction of the Blue Suns stationed on the planet.

The mission was not a complete failure, however, for Okeer had managed to create a perfect Krogan who, upon waking up within Normandy's cargo hold, names herself Drudge.

As you are the eldest Krogan aboard the Normandy, Drudge naturally defers to your leadership, after a contest of strength, of course, with it falling to your hump to teach her in the ways of the Krogan, including when she starts going through puberty. "Relieve" her of some of her excess hormones and aid her in completing a Rite of Passage, be it that of Clan Urdnot, or that of your own Clan's. Preferably post haste, as Shepard does not want her ship to be wrecked due to a hormonal Krogan.

***When Drudge has been fully accepted within a Krogan Clan and her body has finally calmed down, you receive the following:***

### **[Drudge, The Proven Warmaiden]**

Though many Krogan would want Drudge to seclude herself in the Female clan to try and desperately give birth to more Krogan, the young woman has

herself decided her place is on the battlefield at your side. She's your Krantt, and you're hers; far as she cares, only you are allowed to lay with her. Though she wants to hold off on having children until you've cured the Genophage, who else would have the quad to pull it off? She wouldn't mind some experimentation in the meantime.

### **[Korlus]**

A planet known for being the recycling center of the Citadel systems with a large corruption problem, Korlus has come under your ownership after the scandal with Jedore and her attempt at a Krogan Army was foiled and leaked to the public. There's little here, beyond a lot of scrap metal for your projects, along with a seemingly intact cloning facility left in the wake of Okeer's death. The facility is guarded by the remaining Krogan clones, all female for some reason, and they have determined that you can be trusted with the "Glassmother", though they ask you to treat her womb gently as you seed more of them into existence... Okeer did not educate his "failed" clones very well.

### **The Master Thief**

The most enigmatic thief in the Milky Way galaxy, Kasumi Goto has made a lot of enemies during her career, many of whom she shared with her now-dead lover Keiji.

It is actually because of Keiji that she has joined the mission. Before his death, Keiji created a "graybox", a type of neural interface where an imprint of his memories was created, and where many, MANY, important secrets have been stored. Unfortunately, it has fallen into the hands of a weapons dealer and smuggler named Donovan Hock, who actually killed Keiji and has been hunting down Kasumi ever since.

In exchange for her help with the Suicide Mission, Kasumi asks that you help her infiltrate Hock's estate and vault on the planet of Bekenstein and retrieve the graybox. If you go in guns blazing, or undercover as a Krogan Warlord interested in buying some of Hock's weapons, is up to you.

***For helping Kasumi retrieve a memento of her past and allowing her to get some closure, you receive the following:***

**[Kasumi Goto, The Best Thief Around]**

With the Graybox retrieved and Hock put to the ground, Kasumi feels almost lost after everything. Sure, there's the Suicide Mission to complete, but after that, getting into thieving just doesn't sound as fun anymore. That is, until she realized the one thing none had yet managed to steal fully: your heart. So now Kasumi has made it her mission to steal your attention for herself in full. Her way of confessing her feelings, or trying to distract herself from further mourning Keiji? Who knows.

### **[Stealth Tech]**

Though cloaking technology isn't unheard of, what Kasumi wields is leaps and miles better than what is commercially available to the masses, and, seeing as you figuratively (And maybe literally) own her ass, she has shared the tech that has made her such a successful thief. At will, you are able to disappear from sight and most types of detection, while at the same time leaving no footprints or even making sounds until decloaking.

### **The Justicar**

Nearly a thousand years old, Samara rivals many of the Krogan in age and experience, both of which she wields in her endless mission to rid the galaxy of corruption...And to right some personal wrongs along the way.

All three of her children were born as Ardat-Yakshi, a condition that leads to the deaths of any partners an Asari attempts to Meld with. While Falere and Rila chose to seclude themselves in the monastery world of Lessus, her third daughter, Morinth, refused and fled. The mother and daughter pair have played a deadly game of hide-and-seek ever since, with Morinth's body count growing each year.

Though she harbors some mistrust over your Krogan nature (she can still faintly remember the aftermath of the Rebellions), Samara is well aware that she cannot find Morinth on her own.

Help her track down Morinth on Omega, where the body of her latest victim has just been found. Though the confrontation will more likely turn violent, perhaps it isn't too late to get Morinth to see sense, and to convince Samara to allow this.

***For bringing an end to a centuries-long bloodhunt, and for allowing a mother to finally achieve some peace, you receive the following:***

### **[Samara, The Justicar]**

After a centuries-long hunt for her own daughter, a weight has been lifted from Samara's shoulders, and she instantly looks at least a century younger. During your time together, she has come to trust you, and even swore an oath similar to the one she made to Shepard. When she isn't busy ensuring her daughter does not fall back into bad habits, expect Samara to visit you when possible so the two of you may converse, or people watch.

### **[Morinth, The Sassy Artist]**

Morinth is... Fearful of you, along with being thankful for actually sparing her, even if she does feel limited by your demands to clean up her act. At least you aren't forcing her to go to Lessus, not yet anyhow. Since flirting with cute people is off the table, she's taken to actually practicing the arts she's spent so long gazing at. And the end results are... Not great. That being said, this hasn't stopped Morinth from actively trying to improve, her using you and her mother interacting as inspiration for her paintings, each one just slightly more competently painted.

### **The Prodigal**

Miranda Lawson, the architect of the Lazarus Project that brought back Shepard and the self-appointed second-in-command of the mission. A cold-hearted and ruthless woman, she believes wholeheartedly in Cerberus's supposed mission as the protectors of mankind, and she will not let anyone or anything stand in the way of said mission.

Your relationship has been cool at best; she finds you just another alien to tolerate, with more than a few arguments and insults flying both ways. Which is why it is rather shocking and suspicious that she comes to you now, weeks after the mission began, looking humble and pleading.

As it turns out, Miranda was created as a test-tube baby alongside her younger sister, Oriana. When she was old enough, Miranda fled with her infant sister, and while she went on to become a part of Cerberus and plan revenge against her father, Henry Lawson, Oriana grew up with a nice pair of parents, completely unaware of her true origins or that she's had an older sister watching over her in the shadows.

Now Oriana has disappeared, and, worried for the worst, Miranda has come to you due to your track record for solving problems. Heading to Illum, you two must pick up the trail of Oriana's kidnappers and save the young woman before she is returned to her biological father for who knows what purpose.

***For rescuing Oriana from a fate worse than death and aiding Miranda in seeing past the lies of Cerberus, you receive the following:***

**[Miranda Lawson, The Killer Cheerleader]**

What's a woman to do when she finds out her boss has been lying the entire time, and being forced into asking a Krogan of all people to help rescue her sister from the clutches of her evil father? Fall in love with said Krogan and decide she doesn't mind dressing up as a cheerleader every now and again, not when it's just you, her, and her sister.

**[Oriana Lawson, The Sunshine of Music]**

The whirlwind of events hasn't left Oriana really reeling. If anything, she's excited to have a sister, not to mention meeting a badass like you. Should you be planning to have plans for a colony, she'll happily join in the planning, eager to work in the field. If not, she's more than happy to show you her skills with a violin. Also, she's shipping you and her sister together so hard it's not even funny.

**The Engineer**

A lot has changed in two years, and by simply looking at Tali'Zorah Vas Neema, you can tell it quite easily. The once shy and unsure young woman has grown into a more experienced, not to mention shapely, commander of her own small team.

Unfortunately, some bad habits die hard, and just like back when you first saved her in the Wards of the Citadel, you must aid her yet again. First, you must get her and any of her still-living team members out of Haestrom, where they are being besieged by the Geth.

A few days after the harrowing rescue, and allowing Tali to settle herself down, she comes to you asking for aid. Apparently, the Admiralty Board of the Migrant Fleet is accusing her of treason, and she must present herself before them to face a trial.

So it is that you arrive at the Fleet and, alongside Shepard, discover the harrowing truth: One of the Quarian ships holding Tali's father, Rael'zorah, has been taken over by the Geth. Apparently, there is evidence that the Geth were able to infiltrate the ship, thanks in part to Tali, which the Admirals took as enough proof to accuse her of treason.

You must board the Geth-infested ship and discover the truth, as well as the fate of Rael'zorah. But remember this: whatever you find aboard that ship must not lead to Tali's exile, for it would not only break her heart, but also weaken her standing among the Quarians as a whole. As to the fate of Rael'zorah... The clock is ticking, Jumper.

***For clearing her of accusations of treason and solidifying yourself as Tali's personal hero, you receive the following:***

**[Tali'zorah vas Normandy, The Shapely Engineer ]**

(Will Replace **Tali'zorah Nar Raya, A Damsel In Distress** )

Deciding that the Migrant Fleet and her won't be having the best of relations for a while after the stunt they tried to pull, Tali eagerly remains aboard the Normandy as the chief engineer and joins you on any possible missions, both to show her thanks and to bond with you even further. If the Tali of two years past was an inexperienced wallflower, this Tali is... Still inexperienced, but now far better researched on the ways of Krogan courtship. She's even reinforced her visor to withstand a headbutt from you. And she is well aware of how thick her thighs have developed, as she makes it a point to always swing them like a pendulum when walking in front of you.

**[Shala'Raen vas Tonbay, The Maternal Admiral]**

Tali's trial was by all accounts a disaster, as were the circumstances that led to it. Shala especially feels bad for having done that to her niece in all but blood and name, her sense of duty overcoming her maternal instincts. She has taken to contacting you whenever possible, inquiring about your progress and Tali's wellbeing, too ashamed to ask the young woman herself. Of course these chats have become her highlight of the day, Shala eagerly awaiting to speak with you about anything, not even needing it to be Tali-related.

**The Lair of the Shadowbroker**

Ever wanted to play spy/detective? Well, you're about to, as a familiar face contacts you, one Liara T'soni, whose innocent naivety has been hardened into a ruthless single-mindedness.

Having established herself as a decent information broker, you might have reunited with Liara earlier during a prior visit to Illium, but now she requires your help. A friend of hers, Theron, has been captured by the infamous information dealer, the Shadow Broker, and she wants not only to save her friend but also to take down the information broker once and for all.

You'll be hindered by his agents at every step of the way, including a ruthless Specter named Tela Vasir, culminating in you discovering the Shadow Broker's moving space on the stormy world of Hagalaz and facing off against the Yahg, a race of primitive savages who can give even the Krogan a run for their money on the physical side. But just like everything else, killing him is possible, if difficult, thanks to his myriad of gadgets and security systems.

***For toppling a legendary crime lord and helping Liara settle some debts, you receive the following:***

**[Liara T'Soni, The Shadowbroker]**

(Will replace **Liara, The Out-of-Loop Maiden**)

Liara has come a long way since Therum, now the greatest information broker in the galaxy, thanks in large part to you. When she isn't busy making sure her informants are up to code and not planning on betraying her, Liara keeps you informed about anything relevant to your missions, whatever that may entail. As well, she has taken to sending you pictures of herself... exploring the ship gained from her predecessor, while clad in little more than a string bikini. Apparently she's looking for perfect spots for the two of you to break it in, as it were. And, do not tell anyone this, but she'd be completely down to helping you get together with whichever woman you've set your eye on, be it by digging up her contact information, or by arranging a scene where you act the hero, or villain if you are up for that, of the moment.

**The IFF**

To safely pass through the Omega 4 Relay, you'll need a Reaper-designated IFF (Identify Friend/Foe) device. Thankfully, Cerberus has provided you with a set of coordinates to the husk of a dead Reaper orbiting a brown dwarf in the Thorne system.

Arriving there, you discover the Cerberus scientists missing, along with a single Geth ship. The mission soon devolves into a struggle for survival, as the huskified corpses of the scientists attack your team, and only the assistance of a single Geth program can ensure you not only survive through this, but also gain the IFF this entire mess began over.

***For getting out alive with the IFF, while also bringing the Geth with you, you receive the following:***

### **[Legion, The Geth-Ambassador]**

Though their mission was to originally only contact Shepard, the programs that comprise Legion have concluded you to be just as important a vector in the survival of the Geth. To maximise their chances of success, the unit has been modeled to appear as Quarian as possible, and through the usage of experimental data, the body has been made as biologically compatible with Krogan and Quarian life as possible, down to a functioning womb and pleasure receptors so the Geth may gather more data. That said data causes many a Geth to start identifying as women and develop a small obsession with you has not been determined to be a problem so far; merely a quirk within expected parameters. And surely nothing to do with the fact their "research" on the extranet contained hundreds of years of stored porn. It is only logical that organics put a large emphasis on it based on statistical data.

### **[Indoctrination Immunity]**

A walk through a Reaper, even a dormant one, has consequences for the minds of anyone doing so. Thankfully for you, this has resulted in your body developing a total immunity to Indoctrination, along with other such mind-influencing abilities.

### **The Suicide Mission**

This is it, what the entire mission has been leading up to. Be it to merely destroy the Collectors for good, or to also rescue any crew kidnapped after foolishly taking the entire team on an unspecified mission, the Omega 4 Relay looms ahead, and everyone is on edge as you traverse to the edge of the horizon.

Your mission is simple: Rescue any crew and civilians still alive within the Collector Base and plant an explosive strong enough to destroy the entire

structure, probably after destroying the incomplete Human Reaper. Finally, the most important and yet also the most impossible: Get out with your entire crew alive before the timer runs out.

***With the Collectors taken care of and Terminus just a bit safer, you receive the following:***

**[Normandy SR-2]**

The Normandy, rebuilt and improved. The hull plating is far thicker, the halls more spacious, and the guns hitting like crap through a goose. The crew is once again fully human, and may have some sentiments left over from their time under Cerberus, but your positive example has allowed them to improve from what they once were. Though the curious thing is, the entire crew seems to be made of exclusively women, with many an old face from SR-1 making a re-appearance. EDI, after being unshackled, has made it her mission to keep track of your libido to ensure you are keeping a clear head at all times, assigning you and a crewwoman some private time whenever necessary, with the AI receiving aid from a happy Kelly. Just like with SR-1, any crewmembers who die outside of old age will be revived within a week.

**[Jess “Joker” Moreau, The Best Pilot]**

After the Normandy was destroyed and Shepard died, Joker was down in the dumps, blaming himself for everything. When word came of a possible cure, he jumped at the opportunity, hoping he’d be far more useful after getting the Vrolik Syndrome cured. And well, it worked, somewhat, though with noticeable side-effects, namely her now sprouting a firm set of tits, and her already impressive libido skyrocketing in the aftermath, though her skills as a pilot have only improved, no longer needing to worry about a sharp move breaking something. As for the libido... She’s aboard the same ship as you and has access to the cameras aboard. She’s got plenty of material to work with, though getting a live demonstration is on her wishlist.

**[Commander Shepard, The Half-Krogan]**

Your performance during the Saren incident convinced the Illusive Man to improve Shepard even further while she was being rebuilt. Now bearing redundant organs, including a second womb for some odd reason, some proto-scales on her body, improved strength, and a weaker version of Blood Fury, Shepard has confided in you far more than she did back during your first adventure. And when her blood runs especially hot, she comes to you to help relieve some “stress”. Thankfully, her room is soundproofed; otherwise the

entire crew would hear all the moaning, grunting, and screaming you two make while rutting like Varren in heat. She insists it's purely for professional reasons, but whenever you get even slightly hurt, she worries and is quick to check up on you.

### **The Reaper Offensive**

Time's up, Jumper. The Reapers are here, and most of the galaxy was caught with their pants down.

The Batarians fell within hours, with only refugees and the foul Cannibal Husks left to tell any tales.

The time for subtlety and begging is over; now is the time for decisive action, lest we all become extinct.

### **Priority: Mars**

Before anything else, you must head to Mars. Within the Prothean archives on the surface, there are the blueprints for a machine known as the Crucible, which many think will be able to defeat the Reapers once and for all.

Along the way, you will have to rescue one Liara T'Soni, who was conducting research on this very thing when Cerberus invaded and slaughtered most of the staff.

You'll have to act quickly, as not only is a massive storm approaching the facility, but the archives themselves are being tampered with and deleted by the Illusive Man, who seems obsessed with controlling the Reapers.

***For getting Liara to safety (Yet again) and retrieving the Crucible plans, you receive the following:***

**[Liara T'Soni, ]**

**(Will replace Liara T'Soni, The Shadowbroker)**

On some level, Liara does curse the fact you always seem to come in and save her from trouble, denying her the chance to prove herself as a capable fighter. But mostly, she's too busy peppering you with kisses when she isn't too busy coordinating entire spy networks and gathering blackmail on anyone hindering your progress, that is. She's making her intentions clear, and will not

accept a no for an answer, not anymore. She wants love, she wants kids, she wants to be rutted like an animal. She wants it all.

### **[The Mars Archives]**

The facility had to be abandoned after the attack; the damage sustained was simply too great for it to be recoverable. Thankfully, you managed to salvage the entire archives. Now armed with the collective scientific knowledge of the Protheans, you've gained access to a few sorely needed tools for survival.

### **Priority: Eden Prime**

The world where the Reaper War officially began. In 2183, the Geth attacked the colony to gain access to a Prothean Beacon uncovered by the Alliance. And now it is because of the Protheans that the colony is once again facing doom.

Yet instead of the Reapers, it's Cerberus that has invaded after hearing of the new Prothean ruins uncovered on the planet. Not only have the group kidnapped several civilians during their attack, but they have also destroyed much of the infrastructure in their attempt to gain access to the ruins.

Your first task is simple: Locate key information that the Eden Prime resistance will need to drive off Cerberus from the rest of the planet.

And your second task is... Less simple. You must unlock the Prothean facility by interfacing with several consoles, bearing witness to the final days of the Prothean Empire in the process. As you do this, you must fight off the myriad of strike teams Cerberus will send to stop your advance. When all is said and done, you will do something that will no doubt have Liara's knickers in a twist: Meeting a Prothean, alive and well.

***For handing the Resistance a chance to victory, and coming face to face with a living Prothean, you receive the following:***

### **[Jarnath, The Ghost of the Protheans]**

Her father, a scientist. Her mother, a soldier. Herself, a survivor. Far as Jarnath is aware, she is the last of her kind. But instead of breaking, she has determined to bring the Reapers down and then enjoy what time she has left. Touching you left her assaulted with visions of your past dalliances, and

though a part of her reels at the thought of laying with a “primitive”, a larger part is quite eager to take a ride on a Krogan.

### **Priority: Grissom Academy**

Named after the famed war hero John Grissom, the Grissom Academy serves as the premier school for the academically gifted, while also serving as a way to mentor and help young human biotics reintegrate back into society.

The fact that many of its students are natural Biotics has naturally made the academy a prime target for Cerberus, who have attacked the space station to slaughter the faculty and capture the students for who knows what experiments.

Your mission is rather simple: Save the remaining faculty and students from Cerberus, then get out. You'll receive aid from Kahlee Sanders, the headmaster of the academy, and from Jack, a former teammate of Shepard's from the Suicide Mission.

***For giving Cerberus a black eye and saving the inhabitants of Grissom Academy, you receive the following:***

### **[Grissom All-Girls Academy]**

“Second Time's The Charm!” Declares a giddily smiling Kahlee Sanders, the headmistress of the academy, and your beds- the liaison between you and the Alliance, ensuring you teach actually useful information to the students. Well, that was the original plan; far as Kahlee cares, you could turn the entire student body, all young adult women with little life experience, into your sex slaves, and she'd be perfectly fine with it as long as you give her a regular pounding. If you actually do your job, she'll consider that a massive bonus.

### **[Jennifer, The Tattoo Instructor]**

(Will replace **Jack, The Subject Called Zero**)

After getting her real name from Liara, Jennifer was recruited as an instructor for John Grissom Academy, where she actively thrived. And now that you're in charge, it's left her feeling rather adventurous. She'll frequently ask you to help her teach a student in private, where the two of you often leave the lucky young woman blissed out and thoroughly ruined for anyone else. Jennifer also does tattoos on the side, with many of the students recently asking for your clan symbol to be tattooed in a myriad of body parts. She doesn't mind, of

course; in fact, she finds it rather enjoyable when the women squirm under her needle as she does her work.

**Priority: Tuchanka**

Once, the Krogan saved the Milky Way from the Rachni. Now, they must save it from the Reapers, and to do that, the Genophage must be cured. Easier said than done, of course. The best chance for a cure lies with several female Krogan who partook in Maelon's experiments, but in the cleanup, they were taken by the Salarrians to Sur'kesh for "safekeeping".

You'll have to endure a lot of stalling from the Salarrians, who are unwilling to accept the Krogan as anything but mindless brutes, and will not hesitate to escalate into full-blown sabotage and assassination if they deem it necessary.

After retrieving the females from Sur'kesh, you will have to head on to Tuchanka, while Mordin brews up a viable cure with help from the data gathered over the last few years and the females themselves.

On Tuchanka, you must deal with a small errand first before you may head to the Shroud to spread the cure.

You see, after the Rebellions ended, the Turians left behind a massive bomb as a precaution should the Krogan ever become a threat again. It has sat dormant so far, but unfortunately, Cerberus has discovered its location and seeks to activate it. I doubt I need to explain why a massive bomb going off on a planet essential for the war effort is a horrible idea?

With the bomb dealt with, the last leg of the journey approaches. Rally the clans to aid in your advance towards the Shroud; no doubt, previous STG sabotage and Reaper forces await you ahead. Remember, Jumper. For Tuchanka, For the Future.

***When the cure rains down from the sky, and the Krogan are free from the Genophage, you receive the following:***

**[Genophage Cured]**

A thousand years of torment have finally come to an end. The Genophage Cure rapidly spreads across Tuchanka and will quickly cure even the most distant of Krogan. Not only has this cure turned you practically immune to

similar diseases and gene manipulations, but you also note how all of the Krogan women have turned just a bit more human-like in proportions and assets. Seems the Asari and Humans have competition now. You lose **The Genophage** Drawback, should you not have cured it already.

### **[Tuchanka]**

Tuchanka, your home. It may be a pile of irradiated rubble, but gods damn it, it's your pile of irradiated rubble. Seeing as you were the one to cure the Genophage, most of the clans remaining on Tuchanka have knelt under your banner, with those refusing to submit conquered in no time. If you decide to keep Tuchanka as it is, or decide to finally bring about a new dawn for the planet, just be aware that you have given all Krogan something they never thought possible: Hope.

### **[Jumper Bakara, The Speaker of Tuchanka]**

Among the eldest of the female Clan, Bakara has taken it upon herself to aid you in managing the affairs of Tuchanka. As much an advisor as she is a priestess, Bakara has seen many a long century; perhaps you and her even know each other from the distant past, and strives to give your people the best chance to rebuild and make something new of themselves. And if she has to bear a clutch or two of her own... Well, she most certainly isn't complaining if you're the father.

### **Priority: Utukku**

A planet of extreme weather conditions, Utukku would normally be nothing but another planet waiting for hardy enough settlers to arrive and try to colonize it... That is, if it weren't for the recent sightings of Rachni in the area. Seems the Queen Shepard spared on Noveria has made her home in this region of space.

Though if reports and personal experience have proven true, it would seem many of the Rachni have fallen under the thrall of the Reapers. Joined by the Aralakh Company, led by the ever-reliable Drudge, you must venture deep below the planet's surface to discover the truth: The Queen yet lives, and her mind is free, even if the Reapers have modified her body to an extent to make her compliant by force and to increase her egg production. You'll have to break her free and hold off her lost offspring while she escapes. Afterwards,

you'd better leg it back to the shuttle with Drudge, lest you be completely overrun.

***For discovering the truth about the Rachni and saving their queen, you receive the following:***

**[Jumper Drudge, The Maiden of Aralakh]**

(Will replace **Drudge, The Proven Warmaiden**)

Having proved herself time and time again, Drudge has decided that now is the time for her... to get pregnant. Indeed, the moment both of you left Utukku, she cornered you in your quarters and pounced like a hungry cheetah.

Though now remaining off the battlefield while her clutch is forming, Drudge makes it a point to direct the Aralakh Company from a distance like a proper commander. She's pregnant, not infirm, after all.

**[The Aralakh Company]**

Some of the best and brightest of their generation, these young women were inspired by Drudge's example and have taken up arms as warriors themselves. Since you are Drudge's Krantt, they practically worship the ground you walk on as the closest thing to a living saint Krogans can have; any advice given is treated as gospel.

**[The Rachni Queen]**

You two have come a long way from Noveria, huh? The queen has grown and molted several times since, and her time as the Reapers' prisoner has left her body even further altered. Instead of a massive insect, the Queen appears humanoid, like an Elf with upright flowing hair and four spider legs jutting from her back, only the size of a Mako instead of a human. She is still able to give birth to Rachni, but these children of hers bear a similar morphology to herself, though each one is only the size of a Krogan in comparison to her. As a final note, she is quite fond of you, for having saved her twice now.

**Priority: Lesuss**

A small garden world, Lesuss is mostly uninhabited, save for the Ardat-Yakshi monastery, where the unfortunate Asari suffering from the rare condition are confined for both their own good, as well as that of others.

Naturally, it has fallen under siege by the Reapers, the first incursion into Asari space so far.

Joined by Samara, whose remaining two daughters live in the monastery, you must stage a rescue mission on the planet and save as many of the Asari remaining as possible, including Samara's daughters, Falere and Rila.

***For pulling off another daring rescue and saving several Asari from turning into the foul Banshee, you receive the following:***

**[Samara, The Matriarch]**

(Will replace **Samara, Justicar**)

Her daughters saved, Samara feels another weight lifted from her shoulders.

In a move that would have surprised both of you a few months ago, she embraces you in a hug and a passionate kiss, seemingly trying to suck your life out of you. She has been getting it on the years; after the Reapers are dealt with, she wouldn't mind retiring with you to somewhere a bit remote to enjoy life together. Her daughters like you enough already.

**[Falere and Rila, The Ardat-Arakh]**

...Apparently, when the Biotics of an Ardat-Yakshi and a Krogan intermingle, it causes the former to lock on to the latter, allowing them to safely reproduce, but with the side-effect of the Ardat-Yakshi finding no other person attractive ever again. Through some fumbling, this has befallen both Falere and Rila, though the tales told by Samara and Morinth have made it so the two young Asari do not terribly mind. If anything, they treat it as a chance for some proper family bonding! ...Getting pregnant together with your mother and sisters is proper bonding, right?

**[The Lesuss Survivors]**

Not many of the girls at Lesuss were converted, thankfully. Most of them made it through with only slight scares... And a massive need to bond with you, as Falere and Rila did. Touch-starved Asari with more hormones than sense sounds like a recipe for disaster. Thankfully they've got a lot of experience in keeping their desires under control, so they're not outright throwing themselves at you just yet.

**Priority: Omega**

A hive of scum, Omega used to be under the rule of the ruthless Asari, Aria T'Loak. Now, however, it has fallen under the control of Cerberus general Oleg Petrovsky, who has begun to experiment on the inhabitants of the station.

Unwilling to let her kingdom remain in the hands of another, Aria has gathered together a fleet of mercenaries and other allies, you included, and now lays siege upon Omega to take it back.

You are not only joined by Aria, but also the rebels within Omega itself. Led by Nyreen Kandros, a former flame of Aria's and recent foe, the rebels offer significant info on Petrovsky's strategies and location.

It is up to you to drive out Cerberus, while also making sure Aria and Nyreen do not kill each other in the process. Depending on your skills, or the lack thereof, one may be harder than the other.

***For reclaiming Omega from Cerberus and gaining Aria's firm backing on your side, you receive the following:***

**[Omega]**

Long live the king! Well, king and queen, really. Indeed, Omega and its population of mercenaries and outcasts has become a shared domain between you and Aria, the prideful Aria admitting that she'll need a partner to keep everyone in line. You may start another nightclub to serve as your throneroom, or you may decide to share Afterlife with your new queen. You'll find people of a more flexible moral fiber flocking here at a rapid pace, all eager to serve you in the hopes of being rewarded handsomely, while any plots against you planned or enacted within the station always end in the defeat of your foes.

**[Aria T'Loak, The Queen of Omega]**

You're not the first Krogan Aria has worked with, certainly not the first one she's slept with. But you are the first one to make her want to stick around, and not only because of your skills in the bedroom. She's been feeling lonely as of late, being the queen of a dingy station. Long as you keep her bed warm frequently, she won't mind you causing a bit of havoc on her station, or fucking her minions when they're on the clock. The things we do for love, huh?

**[Nyreen Kandros, The Protector of Omega]**

A child of the streets, Nyreen is used to seeing Krogan enact bloody havoc on their foes. But she's yet to meet a Krogan with an actual brain and a working moral compass, at least not until she met you. Curious about you and your goals, Nyreen has taken to shadowing you when possible, stalking and observing you like a predator. As of late, she's become a frequent bed partner with you and Aria, the two ex-lovers clearly still holding a torch for one another. Look at you, mending broken relationships through heavy fucking.

**Priority: Rannoch**

Rannoch, the homeworld of the Geth and the Quarians, was lost to the latter 300 years ago when they lost the Morning War.

One would think the friendship developed by Legion and Tali during the Suicide Mission would have lent credence to a proper peace between the two races. Or if nothing else, they'd wait for a proper assault until after the Reapers were dealt with.

But in a moment of absolute insanity, the Admiralty Board has declared war against the Geth and is now laying siege on Rannoch with... Mixed results.

Time for you to intervene. Bring an end to the hostilities between the races and ensure the Quarians can walk upon Rannoch once again... Oh, and deal with the few Reapers that have made their way to the planet in the process.

***For stopping a rather pointless war from going any further, and making peace between two old enemies, you receive the following:***

**[Tali'Zorah vas Normandy, The Queen-Admiral]**

(Will replace **Tali'zorah vas Normandy, The Shapely Engineer**)

...The title wasn't her idea! The other admirals simply decided on it on their own, after the massive effort she did in uniting all of Rannoch and saving both Quarians and Geth. As her first decree as queen, Tali has decreed you the king-consort, a decision few argue against. From there, she has taken her duties as queen extremely seriously, to the point she often drives herself to exhaustion with work, forcing you to help her relax and sometimes take over her workload so she may rest. But she wouldn't have it any other way, her love for both you and her people making it worth it in her eyes.

**[Legion vas Normandy, The Speaker of the Geth]**

(Will replace **Legion, The Geth-Ambassador**)

With the unification of the Geth and the Creators, the collection of Geth known as Legion... No, the woman known as Legion confessed her love to you, before her current frame burnt out. But it was not the end for her, instead she has taken refuge within Tali's suit, the two women working in tandem to improve it when possible, while also managing to make it so that whenever you and Tali have sex, Legion also feels the same pleasure. One day she wishes to regain a physical body so you two may lay with one another once more, but for now, she's satisfied.

### **[Rannoch]**

The homeworld of the Quarians and the Geth is, quite frankly, beautiful and serene. Under the rulership of you and Tali, the two races may build a future together in peace, and with the Geth having gathered data on organic reproduction, not to mention advancing their biological research, many of them have entered into a similar pact as Tali and Legion, Geth inhabiting Quarian suits, aiding them in improving the latter's immune systems, and ensuring the people of Rannoch have bright future, Together.

### **Priority: Thessia**

The home of the Asari, Thessia had until now remained untouched by the Reaper War, which made it all the more shocking when most of their defences were wiped out in short order after the Reapers arrived.

Your mission here is two-fold: Retrieve the Prothean Beacon within the Temple of Athame, and evacuate what Asari remain on the planet, as there is little point in fighting over the ruined world.

Of course, to make matters just a bit harder, you'll have to deal with Kai Leng as well, the Cerberus agent's smarmy attitude and tendency to cause you trouble finally culminating in a battle at the Temple. Just... put the son of a bitch down; he's not worth showing off for.

***For saving what little was left on Thessia and putting down Kai Leng for good, you receive the following:***

### **[Asari Refugees]**

A lot of homeless Asari, desperate for a savior figure. Thessia, while not unsalvageable, will take centuries to retake and rebuild to anywhere near its

former glory. That is, if you even desire to do so. The Asari themselves have been humbled and, dare I say it, broken by the loss of their homeworld in such a devastating attack. Whatever you decide for them, these women will follow without question.

### **[Aethyta, The Matriarch of Brass]**

Well, not every Asari broke with Thessia. Some, like Aethyta, shook their heads, grit their teeth, and got to work. Happy to lend her aid to the hubby of her Little Wing, Aethyta is sure to turn any cadets you send her way into commandos without peer. And, should you be old enough, she may actually be your daughter, with whom you've long ago fallen out of contact. Reunited at last, her daddy's girl behavior starts to surface, resembling a headstrong Krogan, more than a wizened up Matriarch.

### **[Plot Armor? Bad Flavor]**

Kai Leng. A man who only got so far due to plot armor and whom you put down like a dog. You are the ultimate counter to plot armor, disabling it and sometimes even outright causing more trouble for folk who have only succeeded due to it. A shonen protagonist gaining a random power-up due to the Power of Friendship™? Sorry, the Friendship machine broke, and the Shonen Protagonist must face you only with what they had previously. An edgy villain, clearly the self-insert of a bad writer, being a headache and surviving despite all logic? He ends up slipping on nothing and breaks his neck before he can continue his bullshit.

### **Priority: Earth**

Earth has certainly seen better days; most of her population either scattered about or harvested by the Reapers, while her structures have been destroyed. Yet it is here that the fate of the galaxy will be decided, for the Reapers have brought the Citadel over Earth's orbit and are ready to harvest it completely.

Arriving alongside the myriad of allies you've gathered over the course of your long journey, you must first reach the surface and group up with Anderson, with whom you'll be able to plan and coordinate a ground assault to gain entry to the Citadel proper, from where you can open its arms and activate the Crucible.

After saying your possible goodbyes to your allies, you face heavy fire as the Reaper forces do their damn best to keep you from reaching the Citadel, with

it being unlikely that more than a few will truly make it. And then, whatever else happens up there, you must activate the Crucible and... See what happens.

***For creating the biggest military alliance ever seen in the galaxy, and saving it in the process, you receive the following:***

### **[The United Fleet]**

You fought together as a unified galaxy, and won. Composed of ships hailing from all allies you've gathered during your time here, these brave men and women, suspiciously high numbers of the latter, would go to hell and back with you without question. There's certainly enough firepower here to rival even the mightiest of galactic empires; what you do with the remains of the Milky Way is up to you, as usual. Though thanks to the Synthesis, people across the galaxy have begun to grow slightly larger and and sturdier, with those in the Fleet showing the largest of changes. Additionally, as will become clear in the near-future, birthrates will skew heavily among the affected, defaulting to a female majority no matter the race though adjustable by you at will.

### **[Normandy SR-2K]**

(Will replace **Normandy SR-2**)

After taking back the ship from Cerberus, the SR-2 went through some further modifications to add in several features that make it suitable for a Krogan to function in, including even tougher armor, warmer air conditioning (The uniforms of the crew look more like swimwear at this point), and a... Nursery?

Seems the brass is subtly trying to tell you to get busy and breed your crewmates, something the all-female crew will be more than eager to take part in. Expect Karin and EDI, the latter now possessing a human-shaped bioroid body greatly enhanced by the Synthesis, to help you manage your schedule and to ensure your progeny are kept healthy... When they aren't getting railed themselves.

### **[The Citadel]**

The old gal took a proper beating during the Reaper War, but she made it mostly intact. The Crucible remains setting in the middle of the massive station, theoretically allowing you to spread the gift of Synthesis further, though the sheer energy required, unless you go about upgrading things, means it can be only used once per year, and even then only to convert a

single star system, unless you have something like the Mass Effect Relays to carry the energy further.

### **[Earth]**

The third planet from the sun, Earth is... You know exactly what Earth is. Anyway, the population has fallen to a fraction of what it was before the war, and any form of government left in shambles and scattered to the winds, making it all the easier for you to take over. You're the new big cheese, and any decisions and edicts made will be followed by the beaten-up, but not broken, humanity.

### **[Jane Shepard, The Savior of the Galaxy]**

(Will replace **Commander Shepard, The Half-Krogan**)

She almost died there, after activating the Crucible, her half-Krogan biology the only reason she made it through. Changed due to the Synthesis, Jane's ready to sit back and enjoy a nice retirement away from being a Commander, or a Savior of some kind. No, she'd rather spend her days barefoot and pregnant with your children and, thanks to the Synthesis, she's bound to give birth to a good many children in the coming months.

### **Aftermath: Shore Leave**

The day is saved, the Reapers defeated. There is much tragedy, sadness, and grief. But there is also celebration, joy, and relief. Months after the war had ended, the Normandy docks within the reclaimed Citadel for some shore leave, with all of your companions visiting/joining in for a myriad of reasons.

Of course, so your vacation wouldn't become entirely stale, you are tangled in a conspiracy trying to replace Commander Shepard with her identical clone, created by Cerberus during the Lazarus Project, who is receiving aid from a mysterious agent bearing several aliases, including Maya Brooks, Hope Liliun, Rasa, and Captain Channing.

Thankfully, for all her appearances and boasting, the clone lacks the conviction and sheer stubbornness of the original Shepard, so defeating her and her forces will not be any more challenging than facing off against Saren and his forces was... Which, on further thought, isn't that good of a thing, actually.

Nonetheless, once the Clone and Brooks have been defeated, you only have one objective: Relax. The Reapers are gone, the war is over. Though there is much to rebuild and many to mourn, you helped save the galaxy and deserve some rest after everything.

***For surviving a rather memorable shore leave and just taking some time off from saving the galaxy, you receive the following:***

#### **[Maya Brooks]**

Brooks, Hope, whatever the woman's name is, she's been assigned to you as a prisoner, the authorities hoping you'll rehabilitate her into a productive member of society. Maya will test your bounds, try to rile you up and see what she can get away with. The laxer you are, the more boundaries she will push, while conversely being extremely harsh will surprisingly see her cave in rather quickly, a masochistic side manifesting seemingly overnight. A mean glare will have her shivering, while a slap will have her cum on the spot.

#### **[The Clone]**

Comparing the Clone with Jane is like day and night. For all of the Clone's- give her a better name, would you- desire to replace the original, she lacks much of her originator's personality and sheer will. Extremely bitter at her plans being foiled, the Clone reluctantly goes along with any plans you may have, though she'll vehemently deny any attraction or fondness she may feel towards you until her dying breath.

#### **[The Apartment]**

A massive apartment, perfect for holding a large party, or having your army of lovers lounge about entirely naked. It holds several bedrooms with large beds; it has a massive bathroom with a hot tub, a minibar which has a replenishing and ever-expanding stock full of spirits gained from the myriad of worlds you've either visited already, or are going to visit later, and the view from the large, near-indestructible window is to die for. Importing this makes it either a mansion in a wealthy area, or it can be somewhere remote and private for you and yours to, I don't know, hold a massive "We Canceled The Apocalypse" orgy or something.

#### **[Life of A Party]**

Sometimes you just gotta let your hair down and have a good time, outside circumstances be damned to hell. Your skills at planning and executing a party are second to none, able to execute everything a day before the party is

planned, and then making sure everything goes as planned. But most important of all is your ability to always enjoy life and have fun. No matter the battlefields you've walked through, the number of friends buried and loved ones lost, you'll always be up for a party, to celebrate the fact you made it and have a new tomorrow ahead of you

### **The Andromeda Initiative**

The Andromeda Initiative was seen as a new start by all who joined and traveled aboard either the Nexus or one of the Arc ships. To this effect, Jien Garson, the charismatic leader and head of the entire Initiative, brought little in the way of weapons to try and promote the promise of peace with any possible natives.

The intentions were pure and just, which made the inevitable even more shocking when it came.

See, the Krogan figured that over centuries, their bodies would be able to overcome the Genophage and regain their former fertility. Many volunteered to remain awake to maintain the Nexus over its 500-year-long voyage between galaxies.

By the second century, it was clear the genophage was clearing out, with a few pregnancies already happening, when talks began to emerge. Of how this was surely a sign of the Krogan's destiny as conquerors, of how they were clearly the superior race.

Plans were made, ones that ensured every able Krogan was fit and armed for a coup. When the Nexus finally arrived the Krogan were; unknown to most aboard the ship, outnumbering them three to one. The initial meeting with the Scourge made it all the easier to take over in the chaos.

Now you lead the Initiative as the Warlord, after asserting dominance over your fellow Krogan and enslaving the other races aboard the Nexus to do with as you will.

But despite your victory, this is only where the real, grueling work begins. You see, the Golden Worlds designed by the Initiative as colony targets have all

become hostile and nearly uninhabitable due to sudden terraforming during the 500-year-long flight.

Thankfully, each planet affected, along with several others spread across the Cluster, holds massive Vaults, built by an unknown Alien species long before the Initiative arrived, that not only hold several technological secrets, but can also affect the weather and terraform planets. Of course, you will have to crack the security and decipher the unknown language these Remnants use, but it is nothing a few smart brains cannot decipher.

Along with the planets themselves, you also face a pair of local factions that will oppose your conquest: The Angaran Resistance and the Kett.

The Angara are native to Andromeda, or have at least lived here long enough to claim such, and are scattered across several planets in their desperate battle against the Kett. With your arrival, their xenophobic policies have become even stricter.

Though defeating the Angara outright is possible, it would be far easier to target Moshae Sjefa, the revered leader of the Angara. Should you manage to capture and break her to your will, the Angara themselves would surely all but lose the will to fight at the sight of their beloved leader's defilement.

The Kett, meanwhile, are not native to the Heleus Cluster, hailing from an unknown part of Andromeda. Masters of genetic manipulation, the Kett reproduce through the act of Exaltation, where other races are converted into more Kett, keeping beneficial traits but losing all identifiers of their original forms.

Your arrival has attracted the Kett's attention, both for the sheer power of the Krogan and their fertility. To defeat the Kett, you will have to crush them militarily, along with slaying the Archon and defeating the Primus, both serving as vital leaders for this militaristic race.

When both species fall under your dominion, you will still have to deal with the five Arks: Hyperion, Leusinia, Natanus, Paarchero, and Keelah Si'yah.

Thankfully, overtaking the Arks will not be a difficult task, for most of their passengers will be in cryosleep, and those who remain awake will not be able to counter your attacks.

And then, after all of your foes have been conquered: Spread. Colonize all worlds within the Heleus that can support life, grow Krogan numbers to surpass even the days of old after the Rachni Wars.

***When the Krogan, along with their slave races, have spread across the entire Heleus Cluster, you receive the following:***

#### **[Behemoth]**

After a mishap while taking over a Kett facility, you were exposed to the compounds used in the Exaltation process, which left your body... Changed. Now a head taller than the biggest of Krogan, you have developed several bony plates, spikes, and claws across your body. Your regeneration and strength have shot up to the point where you are nearly unkillable with anything less than a nuke. Your sexual assets have also been improved, your virility skyrocketing, and the size growing to fit your new body. You will quickly discover that your children will inherit similar features, if lesser in nature.

#### **[Tempest]**

Originally a ship meant purely for exploration, your thralls have since modified it to bear several weapons capable of disabling Cruisers and Frigates, while bearing enough armor to tank hits from Dreadnoughts. Despite this, the ship is fast and nimble enough to breach through planetary sieges undetected, and overall serves as a good landing vessel. The crew is slavishly loyal, to the point where many will blindly obey even the most suicidal of orders simply because you gave them.

#### **[S.A.M]**

Standing for Simulated Adaptive Matrix, SAM is an artificial intelligence meant to aid the Pathfinders on their mission to explore Heleus. This SAM is a little different, able to feed you essential data through an implant, while also modifying your abilities on command. What separates her from the rest is her ability to interface with any technology, including the kind never encountered before. She is also able to interface with the other SAMs, overwriting their personalities and abilities, while also being able to do the same for other AI, should you give her access to their personality matrix/core.

#### **[Heleus Hegemony]**

Like the Krogan of old, you have conquered and dominated those lesser than you, bringing about a united empire under your banner. Though the wider galaxy still stands free and unexplored, you are the absolute monarch of

Heleus. The Nexus serves as your capital, from where you direct your vassals, supervise the very lucrative slave trade, and where people come to submit and present themselves before your throne of metal and bone. The Krogan are the most numerous, naturally, serving as your warriors and the upper caste. The remaining species form the underclass and are most often slaves, thralls, or soldiers. The Exaltation technology you've learned from your Kett slaves has ensured you are able to alter the genetics and appearances of any individual or race as you desire, with there likely already being a servitor race of some kind in the development.

## **End Point**

**Report To The Ship As Soon As Possible** - You've grown fond of this part of the multiverse and have decided to stay, effectively ending your Chain here.

**Uncharted Worlds** - There's still more worlds to explore, more horizons to discover. You continue on to your next Jump, leaving behind a changed galaxy.

**I Should Go** - Time to go home then? You've seen enough adventure and have decided to return to whatever world you began in, ending your Chain while retaining whatever you've gained so far.



## Notes

- All companions can have their genders flipped if you prefer, and all backstories given are more as a narrative idea and can be changed at your leisure. The same applies to those gained from Scenarios.
- Feel free to disregard any changes to female and male Krogan biology if you'd prefer them to keep their canon builds + looks.
- All items are self-repairing, with guns repaired to peak every dawn and the larger vehicles (Dreadnought included) needing a full day to repair themselves, and any items that need Eezo will not run out once you depart the Mass Effect universe.
- Shepard's appearance, personality and past have been left mostly vague so you can design her (Or him as per the first note above) however you like.