This is a transcript provided by Mass Effect Lore.
You can find more about the transcripts here.

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NOTE: The transcripts are a labor of love. They're not always complete, some options are lacking. I consider them a work in progress.
If you find mistakes, send me an email to my email is loreofmasseffect@gmail.com or you can send me a message on Tumblr (username= omegastation).

This transcript contains the main mission "Expose Saren".
As the mission takes Shepard and squad to the Citadel, there are additional transcripts :

- To read about the chatter, the conversations, the shops and squadmate comments by locations, you can check ME1 - Citadel Chatter, Conversations, Shops, Squadmate comments
- To read about the sidequests in the Citadel, check out ME1 - Citadel Assignements

SCENE 1: Landing in the Citadel

The Normandy goes through the mass relay. It arrives in the Widow system where the Citadel is. Shepard, Ashley and Kaidan join Joker in the cockpit. They look at the the ship Ascension through the windows.

ASHLEY: Look at the size of that ship!

KAIDAN: The Ascension. Flagship of the Citadel fleet.

JOKER: Well, size isn't everything.

ASHLEY: Why so touchy, Joker?

JOKER: I'm just saying you need firepower, too.

ASHLEY: Look at that monster! Its main gun could rip through the barriers on any ship in the Alliance fleet.

KAIDAN: Good thing it's on our side, then.

JOKER: Citadel Control, this is SSV Normandy requesting permission to land.

CITADEL CONTROL (on comm): Stand by for clearance, Normandy. Clearance granted. You may begin your approach. Transferring you to an Alliance operator.

JOKER: Roger, Alliance Tower. Normandy out.

ALLIANCE TOWER (on comm): Normandy, this is Alliance Tower. Please proceed to doc 422.

The Normandy lands at the docks.

SCENE 2: Meeting with Udina

Inside the Human Embassies in the Citadel. Ambassador Udina is talking to the Council (made up of Councilor Tevos, Councilor Sparatus and Councilor Valern) through holograms. Shepard, Ashley, Kaidan and Anderson are in the same room.

UDINA: This is an outrage! The Council would step in if the geth attacked a turian colony!

VALERN (SALARIAN COUNCILOR): The turians don't found colonies on the borders of the Terminus Systems, Ambassador.

TEVOS (ASARI COUNCILOR): Humanity was well aware of the risks when you went into the Traverse.

UDINA: What about Saren? You can't just ignore a rogue Spectre. I demand action!

SPARATUS (TURIAN COUNCILOR): You don't get to make demands of the Council, Ambassador.

TEVOS (ASARI COUNCILOR): Citadel Security is investigating your charges against Saren. We will discuss the C-Sec findings at the hearing. Not before.

The Council ends the call with Udina. Udina looks at his guests.

UDINA: Captain Anderson. I see you brought half your crew with you.

ANDERSON: Just the ground team from Eden Prime. In case you had any questions.

UDINA: I have the mission reports. I assume they're accurate?

ANDERSON: They are. Sounds like you convinced the Council to give us an audience.

UDINA: They were not happy about it. Saren's their top agent. They don't like him being accused of treason.

SHEPARD - DIALOGUE OPTIONS:

- He's dangerous.
  SHEPARD: Saren's a threat to every human colony out there. He needs to be stopped. The Council has to listen to us!
- It's the truth.
- They're blind.

UDINA: Settle down, Commander. You've already done more than enough to jeopardize your candidacy for the Spectres. The mission on Eden Prime was a chance to prove you could get the job done. Instead, Nihlus ended up dead and the beacon was destroyed!

ANDERSON: That's Saren's fault, not his/hers!

UDINA: Then we better hope the C-Sec investigation turns up evidence to support our accusations. Otherwise the Council might use this as an excuse to keep you out of the Spectres. Come with me, Captain. I want to go over a few things before the hearing. Shepard — you and the others can meet us at the Citadel Tower. Top level. I'll make sure you have clearance to get in.

ASHLEY: And that's why I hate politicians.

SCENE 3: Meeting with the Council

Shepard, Ashley and Kaidan take the elevator to the Citadel Tower.

ASHLEY: The Council isn't going to ask me any questions, are they?

KAIDAN: I doubt it. We've made our reports. Now we just have to trust Ambassador Udina.

ASHLEY: No we don't, sir.

Garrus, a turian and C-SEC agent, is talking to Executor Pallin.

GARRUS: Saren's hiding something! Give me more time. Stall them.

EXECUTOR PALLIN: Stall the Council? Don't be ridiculous! Your investigation is over, Garrus.

[Executor Pallin leaves. Garrus turns to Shepard.]

GARRUS: Commander Shepard? Garrus Vakarian. I was the officer in charge of the C-Sec investigation into Saren.

SHEPARD - DIALOGUE OPTIONS:

- <u>You don't like Saren.</u>
  SHEPARD: Sounds like you really want to bring him down.
  GARRUS: I don't trust him. Something about him rubs me the wrong way. But he's a Spectre, everything he touches is classified. I can't find any hard evidence.
- <u>What did you find?</u>
  SHEPARD: Come across anything I should know?
  GARRUS: Saren's a Spectre. Most of his activities are classified. I couldn't find anything solid. But I know he's up to something. Like you humans say, I feel it in my gut.
- <u>You blew it.</u>
  SHEPARD: Sounds like you came up empty.
  GARRUS: Saren's a Spectre. Most of his activities are classified. I couldn't find anything solid. But I know he's up to something. Like you humans say, I feel it in my gut.

KAIDAN: I think the Council's ready for us, Commander.

GARRUS: Good luck, Shepard. Maybe they'll listen to you.

The squad walks up the stairs and hears two diplomats (a salarian and turian) talking.

SALARIAN DIPLOMAT: Don't be ridiculous. The volus won't be joining the Council for years.

TURIAN DIPLOMAT: I'm not so sure. The humans are making a strong push and you can bet the volus will be right on their coattails if they succeed.

SALARIAN DIPLOMAT: Allowing the humans to join is a sound strategic move, but the volus? No, the hanar are likely to be next, then the elcor.

TURIAN DIPLOMAT: You may be right. Though the hanar need to lighten up a bit first.

SALARIAN DIPLOMAT: You just don't like them because you have trouble understanding them.

Anderson is waiting for Shepard at the bottom of the last stairs of the Tower.

ANDERSON: The hearing's already started. Come on.

Anderson and Shepard walk up the stairs. The Council faces Udina. On Udina's left is Saren's hologram.

TEVOS (ASARI COUNCILOR): The geth attack is a matter of some concern. But there is nothing to indicate Saren was involved in any way.

SPARATUS (TURIAN COUNCILOR): The investigation by Citadel Security turned up no evidence to support your charge of treason.

UDINA: An eyewitness saw him kill Nihlus in cold blood!

VALERN (SALARIAN COUNCILOR): We've read the Eden Prime reports, Ambassador. The testimony of one traumatized dockworker is hardly compelling proof.

SAREN: I resent these accusations. Nihlus was a fellow Spectre. And a friend.

ANDERSON: That just let you catch him off-guard!

SAREN: Captain Anderson. You always seem to be involved when humanity makes false charges against me. And this must be your protege, Commander Shepard. The one who let the beacon get destroyed.

SHEPARD - DIALOGUE OPTIONS:

- <u>How did you get involved?</u>
  SHEPARD: The mission to Eden Prime was top secret. The only way you could know about the beacon was if you were there!
  SAREN: With Nihlus gone, his files passed on to me. I read the Eden Prime report. I was unimpressed.
- <u>That was you, not me!</u>
  SHEPARD: You're the one who destroyed the beacon. Then you tried to cover it up.
  SAREN: Shift the blame to cover your own failures, just like Captain Anderson. He taught you well.

SAREN: But what can you expect from a human?

SHEPARD - DIALOGUE OPTIONS:

- Insults? Typical.
  SHEPARD: Saren despises humanity. That's why he attacked Eden Prime!
- See? He hates us!
- You'll pay!
  SHEPARD: You can expect me to kill you the next time we meet.

SAREN: Your species needs to learn its place, Shepard. You're not ready to join the Council. You're not even ready to join the Spectres!

UDINA: He has no right to say that. That's not his decision.

TEVOS (ASARI COUNCILOR): Shepard's admission into the Spectres is not the purpose of this meeting.

SAREN: This meeting has no purpose. The humans are wasting your time, Councilor. And mine.

SHEPARD - DIALOGUE OPTIONS:

- Quit protecting him!
  SHEPARD: Saren's hiding behind his position as a Spectre. You need to open your eyes!
  VALERN (SALARIAN COUNCILOR): What we need is evidence. So far, we have seen nothing.
- I'll find proof!
  SHEPARD: You can't hide behind the Council forever!
- You arrogant bastard!
  SHEPARD: You can't hide behind the Council forever!

ANDERSON: There is still one outstanding issue: Commander Shepard's vision. It may have been triggered by the beacon.

SAREN: Are we allowing dreams into evidence now? How can I defend my innocence against this kind of testimony?

SPARATUS (TURIAN COUNCILOR): I agree. Our judgment must be based on facts and evidence, not wild imaginings and reckless speculation.

VALERN (SALARIAN COUNCILOR): Do you have anything else to add, Commander Shepard?

SHEPARD - DIALOGUE OPTIONS:

- You won't see the truth.
  SHEPARD: You've made your decision. I won't waste my breath.
- No.

- What's the point?
  SHEPARD: You've made your decision. I won't waste my breath.

The asari councilor, Tevos, looks at the turian councilor, Sparatus. Sparatus shakes his head and Tevos nods.

TEVOS (ASARI COUNCILOR): The Council has found no evidence of any connection between Saren and the geth. Ambassador, your petition to have him disbarred from the Spectres is denied.

SAREN: I'm glad to see justice was served.

Saren's hologram fades.

TEVOS (ASARI COUNCILOR): This meeting is adjourned.

Shepard and Anderson leave. Udina stands alone for a moment before leaving as well.

Still in the Citadel Tower, Shepard, Kaidan and Ashley face Udina and Anderson.

UDINA: It was a mistake bringing you into that hearing, Captain. You and Saren have too much history. It made the Council question our motives.

ANDERSON: I know Saren. He's working with the geth for one reason: to exterminate the entire human race. Every colony we have is at risk. Every world we control is in danger. Even Earth isn't safe.

SHEPARD - DIALOGUE OPTIONS:
- How do you know Saren?
  SHEPARD: Tell me about this history between you and Saren.
  ANDERSON: I worked with him on a mission a long time ago. Things went bad. Real bad. We shouldn't talk about this here. But I know what he's like. And he has to be stopped.
- The Council won't help us.

SHEPARD - DIALOGUE OPTIONS:
- Now what?
  SHEPARD: What's our next step?
- The Council won't help us.
  SHEPARD: We need to deal with Saren ourselves.

UDINA: As a Spectre, he's virtually untouchable. We need to find some way to expose him.

KAIDAN: What about Garrus, that C-Sec investigator? We saw him arguing with the executor.

ASHLEY: That's right! He was asking for more time to finish his report. Seems like he was close to finding something on Saren.

SHEPARD - DIALOGUE OPTIONS:

- I'll talk to him.
  SHEPARD: Any idea where we could find him?
- He could be useful.
  SHEPARD: Any idea where we could find him?
- I don't trust him.

UDINA: I have a contact in C-Sec who can help us track Garrus down. His name is Harkin.

ANDERSON: Forget it. They suspended Harkin last month. Drinking on the job. I won't waste my time with that loser.

UDINA: You won't have to. I don't want the Council using your past history with Saren as an excuse to ignore anything we turn up. Shepard will handle this.

SHEPARD - DIALOGUE OPTIONS:

- The captain deserves better.
  SHEPARD: We can't just cut Captain Anderson out of this investigation.
- I'm on it.
- I don't like this.
  SHEPARD: You can't just cut Captain Anderson out of this investigation.

ANDERSON: The ambassador's right. I need to step aside.

UDINA: I need to take care of some business. Captain, meet me in my office later.

Anderson nods. Udina leaves.

ANDERSON: Harkin's probably getting drunk at Chora's Den. It's a dingy little club in the lower section of the wards.

SHEPARD - DIALOGUE OPTIONS:

- Any other leads?
  SHEPARD: Maybe there's another way to find evidence against Saren.
  ANDERSON: You should talk to Barla Von. Over in the financial district. Rumor has it he's an agent of the Shadow Broker.
  ASHLEY: The Shadow Broker?
  ANDERSON: An information dealer. Buys and sells secrets to the highest bidder. I've heard Barla Von's one of the top representatives. He might know something about Saren. But his information won't come cheap.

- You want me to go see him?
  SHEPARD: I thought you said he was a drunken loser.
  ANDERSON: Couldn't hurt to go talk to him. Just be careful. I wouldn't call him reliable.

SHEPARD - INVESTIGATE DIALOGUE OPTIONS:

- What about you and Saren?
  SHEPARD: You and Saren have a history. What happened?
  ANDERSON: About twenty years ago, I was part of a mission in the Skyllian Verge. I was working with Saren to find and remove a known terrorist threat. Saren eliminated his target. But a lot of people died along the way. Innocent people. And the official records just covered it all up. But I saw how he operates. No conscience. No hesitation. He'd kill a thousand innocent civilians to end a war without a second thought.

  SHEPARD - DIALOGUE OPTIONS:

  - He's a monster.
    SHEPARD: Killing innocents doesn't end wars. It causes them.
    ANDERSON: I know how the world works, Commander. Sometimes you're forced to make unpleasant decisions. But only if there's no other way. Saren doesn't even look for another option. He's twisted, broken. He likes the violence, the killing. And he knows how to cover his tracks.
  - So would I.
    SHEPARD: Sometimes a thousand people must die so a million can live.
    ANDERSON: But only if there's no other way. Saren doesn't even look for another option. He's twisted, broken. He likes the violence, the killing. And he knows how to cover his tracks.

SHEPARD - INVESTIGATE DIALOGUE OPTIONS:

- Council and the ambassadors
  SHEPARD: Our ambassador doesn't seem to get along with the Council.
  ANDERSON: He's just frustrated. The Council's always preaching that we need to be part of the galactic community. But for them it's a one-way street. They want us to expand and settle unstable regions like the Skyllian Verge and the Attican Traverse. But when we run into trouble, they don't want to help us out. Everyone knows it's only a matter of time until we get a seat on the Council. The ambassador thinks it should happen sooner rather than later. And I agree.

  SHEPARD - DIALOGUE OPTIONS:

  - We're too independent.
    SHEPARD: Maybe they'd let us join the Council if we were more willing to cooperate with the other species.
    ANDERSON: Of course they would. If we did everything they told us to, they'd love to have us on the Council. But it wouldn't be much of a deal for us. I understand their side. They don't want us dominating the Council. It's founded on cooperation and alliances. But we have to look out for our own interests, too.

- Why do we bother?
  SHEPARD: Who cares if we get a seat on the Council? What's the big deal?
  ANDERSON: If the Council passes a ruling on an interstellar matter, we have to follow it. We don't have the fleets or the political allies to defy them. Once we get a seat on the Council, we'll be able to influence those rulings, protect our own interests. No more jumping through hoops whenever we want something. Take this mess we're in now. If humanity had a seat on the Council, we'd just send the Citadel fleet to take care of Saren and his geth. Problem solved.

- Harkin
  SHEPARD: You don't think much of Harkin.
  ANDERSON: The guy joined C-Sec about twenty years ago. He's been an embarrassment to our species ever since. Roughing up suspects in custody, bribery accusations, alcohol and drug use. The embassy used to step in when he got in trouble, but I guess enough was enough.

  SHEPARD - DIALOGUE OPTIONS:
  - Why protect him?
    SHEPARD: The guy's a scumbag. He should have been cut loose a long time ago.
    ANDERSON: He was one of the first human C-Sec officers. Guess it would have looked bad if he got fired. A lot of backroom deals were worked out over the years to keep him on the force. Politics is a dirty business sometimes. But it looks like his time's run out. We've got enough humans in C-Sec now to stop protecting him.
  - They abandoned him?
    SHEPARD: I thought this embassy was supposed to help humans.
    ANDERSON: Harkin may be human, but he's also an ass. He's had more than his share of chances. If the embassy wasn't protecting him, he would've been fired fifteen years ago. C-Sec is better off without him.

- Spectres
  SHEPARD: I want to know more about the Spectres.
  ANDERSON: They're not your typical government agency. They tend to work alone, behind the scenes. They take care of problems the Council can't. It's not easy preserving peace across an entire galaxy. The Council prefers to use diplomacy and negotiation, but sometimes more extreme measures are needed.

  - How are they chosen?
    SHEPARD: How do they decide who becomes a Spectre?
    ANDERSON: You can't just apply to join. There's no training program. Spectres aren't made — they're born. The Council's always looking for exceptional individuals. People who can get the job done, like you. They've been watching you for years. They see something in you. They want you on their side. Nihlus

was supposed to give them a final recommendation, but with him gone, things are still up in the air.

- How are they organized?
  SHEPARD: What's their command structure like?
  ANDERSON: There is no command structure. Each Spectre answers directly to the Council. Sometimes they're sent on specific missions. Other times they act on their own. They tend to operate outside the law. Do whatever it takes to accomplish their goals. And the Council just turns a blind eye. Spectres have a lot of power, Shepard.

- Is this legal?
  SHEPARD: They sound like shadow operatives.
  ANDERSON: Everything about them is classified. We don't even know how many there are. The latest Alliance estimate puts their numbers under a hundred. But the Council couldn't do its job without them. They're the Citadel's top agents. The last line of defense. The final option before open war. The entire galaxy respects and fears them. If a Spectre shows up, you know something big is about to happen.

- If one goes too far?
  SHEPARD: What happens when a Spectre goes rogue, like Saren?
  ANDERSON: It doesn't happen often. The Council is careful when they select their candidates. But when something does go wrong, there's usually only one solution: send another Spectre to bring the rogue agent down.

- Other Leads
  SHEPARD: Maybe there's another way to find evidence against Saren.
  ANDERSON: You should talk to Barla Von. Over in the financial district. Rumor has it he's an agent of the Shadow Broker.
  ASHLEY: The Shadow Broker?
  ANDERSON: An information dealer. Buys and sells secrets to the highest bidder. I've heard Barla Von's one of the top representatives. He might know something about Saren. But his information won't come cheap.

  - Shadow Broker
    SHEPARD: Tell me more about the Shadow Broker.
    ANDERSON: He's a necessary evil of galactic politics. Buying and selling information is part of the game, and the Shadow Broker just happens to be the best player on the field. Always sells to the highest bidder. Doesn't get involved in politics. Doesn't pick sides. A simple system, but it works. He's not a threat to

anyone. Not directly. He's just a resource we can use. Or she is. Or maybe they are. Nobody really knows.

- Barla Von
  SHEPARD: Tell me about Barla Von.
  ANDERSON: He specializes in moving large sums of money without leaving a paper trail. A financial genius. Doesn't do anything illegal, but he knows all the loopholes. He's got an impressive client list: ambassadors, diplomats, Spectres. That's probably why the Shadow Broker uses him.

SHEPARD: I should go.

ANDERSON: Good luck, Shepard. I'll be over in the ambassador's office if you need anything else.

Shepard, Ashley and Kaidan leave and take the elevator.

ASHLEY: I can't believe the Council ignored all the evidence against Saren!

KAIDAN: Saren's one of their best operatives. It's only natural that they'd take his word over ours.

ASHLEY: Oh, so now we just chase leads while this smug turian runs around with his geth troopers.

SCENE 4: Barla Von

Shepard finds Barla Von in the Financial District.

BARLA VON: Is there anything I can do for you today, Commander?

SHEPARD - DIALOGUE OPTIONS:

- I need your help.
- I was told to talk to you.
  SHEPARD: I heard you work for the Shadow Broker. Do you have any information about Saren?
- I need information.

BARLA VON: You're very blunt, Shepard. But you're right. I am an agent for the Shadow Broker. And I do know something about Saren.

SHEPARD - DIALOGUE OPTIONS:

- Can we make a deal?
  SHEPARD: I heard your information can be expansive.
- What's the cost?
  SHEPARD:
- Start talking.

BARLA VON: Normally, this information would cost a small fortune. But these are exceptional circumstances. So I'm going to give it to you for free.

ASHLEY: What's the catch?

BARLA VON: There is no catch. The Shadow Broker is quite upset with Saren right now. They used to do a lot of business. Until Saren turned on him.

SHEPARD - DIALOGUE OPTIONS:
- Serves him right.
  SHEPARD:
- He's not the only one.
  SHEPARD:
- What a shock.
  SHEPARD: Saren betrayed him. Imagine that.

BARLA VON: No matter what you think of Saren, he's not stupid. He knows the Shadow Broker is a valuable ally. I don't know the details, but the Shadow Broker hired a freelancer to deal with it. A krogan mercenary.

SHEPARD - DIALOGUE OPTIONS:
- Anything else?
- Where is he?
  SHEPARD: How do I find him?
  BARLA VON: I heard he was paying Citadel Security a visit. If you hurry you can probably catch him before he leaves the C-Sec Academy.

SHEPARD - DIALOGUE OPTIONS:
- Why is he there?
  SHEPARD: Isn't it strange that a krogan would want to speak with C-Sec?
  BARLA VON: Very. However, I doubt that visit was entirely his choice. You'll need to speak with him if you want to know more.
  [Investigate options]
- Let's go.
  SHEPARD: I should go.
  BARLA VON: Goodbye, Commander.

SHEPARD - INVESTIGATE DIALOGUE OPTIONS:

- The Shadow Broker
  SHEPARD: Tell me more about the Shadow Broker.
  BARLA VON: Most people think I deal in finances, but my real currency is knowledge. I trade information, and it has made me very wealthy. But the Shadow Broker is the true master. Every day, he buys and sells secrets that could topple governments, always giving them to the highest bidder. Yet somehow he never seems to upset the natural balance of power. All those secrets being passed around seem to even out. Nobody ends up with an advantage in the end.

    - Who is he?
      SHEPARD: Any guess what his identity might be?
      BARLA VON: I don't know. Nobody does. The Shadow Broker could be any race, any gender. I have a theory that it's actually an entire group working under one identity. How else could they juggle so many contacts at the same time? How else could they keep all that information from getting crossed? But they've got the perfect setup. Every government is forced to play their game so they don't get behind. But no matter how long you play, no matter how many secrets you buy, you can never win.

        - But you're his agent.
          SHEPARD: I thought you'd know more about the man you work for.
          BARLA VON: From time to time, I come across information I sell to the Shadow Broker. That's my own involvement. I like it that way. The more you know, the more dangerous the game becomes. I don't like danger, Commander. I'll leave that to you.
          [autocontinues]

SCENE 5: Harkin

Shepard uses Citadel Rapid Transit to reach Chora's Den in the Wards. Outside, two assassins are waiting for him.

ASSASSIN: That's him.

They start shooting. Shepard, Ashley and Kaidan kill the assassins.

KAIDAN: Those were Saren's men.

They enter Chora's Den. Asari are stripping and dancing at the center of the bar and in different corners, in front of different patrons. The place is occupied by all sorts of people from different species.

ASHLEY: Hmm.

KAIDAN: Huh.

Shepard goes to the bar's left and comes across two krogan having a tense conversation.

KROGAN BOUNCER: Back off, Wrex. Fist told us to take you down if you showed up.

WREX: What are you waiting for? I'm standing right here. This is Fist's only chance. If he's smart, he'll take it.

KROGAN BOUNCER: He's not coming out, Wrex. End of story.

WREX: This story is just beginning.

As Wrex leaves, he passes by Shepard and his crew.

WREX: Out of my way, humans. I have no quarrel with you.

KAIDAN: What was that all about?

ASHLEY: Who knows? Let's just try not to get caught in the middle.

If Shepard tries to reach the krogan bouncer, who is in the corridor leading to Fist's office, they get stopped.

KROGAN BOUNCER: The back rooms are private. Reserved for Fist and his friends.

SHEPARD - INVESTIGATE DIALOGUE OPTIONS:

- <u>Fist</u>
  SHEPARD: Who's Fist?
  KROGAN BOUNCER: He owns this club. But the customers have to stay out front.
- <u>Other krogan</u>
  SHEPARD: What did that other krogan want? Wrex?
  KROGAN BOUNCER: Personal matter.
  ASHLEY: Not real chatty, is he?

SHEPARD: Goodbye.

KROGAN BOUNCER: Enjoy the club.

Harkin is sitting alone not far from where the krogan bouncer is. Shepard approaches him

If Shepard is female:

HARKIN: Hey there, sweetheart. You looking for some fun? Cause I gotta say that soldier getup looks really good on that bod of yours. Why don't you sit your sweet little ass down beside old Harkin? Have a drink and we'll see where this goes.

SHEPARD - DIALOGUE OPTIONS:

- Not right now.
- Forget it.
- You're disgusting.
  SHEPARD: I'd rather drink a cup of acid after chewing on a razor blade.
  HARKIN: You trying to hurt my feelings? You gotta do better than that. After twenty years with C-Sec, I've been called every name in the book, princess.

SHEPARD - DIALOGUE OPTIONS:

- Maybe you can help me.
- Don't call me that.
  SHEPARD: Call me princess again and you'll be picking your teeth up off the floor. Now tell me where Garrus is!
  HARKIN: Okay, okay. Just relax. Garrus, you say? Heh.
- Where's Garrus ?

If Shepard is male:

HARKIN: Alliance military. Hmph. I coulda been a marine you know. Instead I joined the goddamned Citadel Security. Biggest mistake of my life.
SHEPARD: Harkin, right? I was told you could help me find someone. A turian C-Sec officer named Garrus.
HARKIN: Garrus? Ha!

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HARKIN : You must be one of Captain Anderson's crew. Poor bastard's still trying to bring Saren down, eh? I know where Garrus is. But you gotta tell me something first. Did the captain let you in on his big secret?

SHEPARD - DIALOGUE OPTIONS:

- What secret?
  SHEPARD: Is there something I should know about the captain?
- Not my concern.
  SHEPARD: I just need to know where Garrus is.
  HARKIN: But it's all related. Don't you see?
- Don't waste my time.
  SHEPARD: Just tell me where Garrus is before this gets ugly.
  HARKIN: But it's all related. Don't you see?

HARKIN: The Captain used to be a Spectre. Didn't know that, did you? It was all very hush-hush. The first human ever given that honor. And then he blew it. Screwed up his mission so bad they kicked him out. Of course, he blames Saren. Says the turian set him up.

SHEPARD - INVESTIGATE DIALOGUE OPTIONS:

- What went wrong?
  SHEPARD: Why'd they kick him out?
  HARKIN: Have to ask him. I never heard any of the details. Bet it's a good story, though. The hero's fall. Classic tragedy. Ha!
- How do you know this?
  SHEPARD: You said they covered all this up. How did you hear about it?
  HARKIN: I spent twenty years working cases here on the Citadel. People on this station love to talk. Secrets are like herpes. If you got 'em you might as well spread 'em around.

  SHEPARD - DIALOGUE OPTIONS:
  - Disgusting!
    SHEPARD: You're a pig.
    HARKIN: Just noticed that now, did you?
  - That's not why I'm here.
  - Quit wasting my time.

SHEPARD - DIALOGUE OPTIONS:

- You're lying.
  SHEPARD: Why should I believe a drunk like you?
  HARKIN: Fine. Ask Anderson. I bet he tells you. He's too stupid and proud to lie right to your face.
- That's not why I'm here.
  SHEPARD: Just tell me where Garrus went.
  HARKIN: Garrus was sniffing around Dr. Michel's office. She runs the med clinic on the other side of the wards. Last I heard, he was going back there.

SHEPARD - INVESTIGATE DIALOGUE OPTIONS:

- Captain Anderson
  SHEPARD: How well do you know Captain Anderson?
  HARKIN: Met him a few times over the years… One of those hard-core military guys. Yes, sir! No, sir! Can't have any fun with a stick up your ass, sir! That's probably why he climbed the Alliance ranks so fast. The military loves brown-nosers.
  SHEPARD: The captain's a good soldier.
  HARKIN: Sure. Whatever. Dress him up in a fancy suit, pin some shiny medals on his chest, and call him a hero. Everybody else does. But if he's so great, why'd the Spectres kick him out? Why don't you go ask him about that?
  SHEPARD: You need to look in a mirror. Sober up and take some responsibility for yourself!

HARKIN: Save your sermons. This ain't no church.

- Citadel Security
  SHEPARD: What's it like working for C-sec?
  HARKIN: You mean what was it like. The executor suspended me without pay -- recurring violations. C-Sec was keeping a file on me. Can you believe that? Every mistake I ever made went into the books. Get a little rough with a suspect, note in the file. Have a coupe drinks on duty, note in the file. Skim a couple credits off a drug-bust, note in the file. It's a goddamned witch hunt.
  SHEPARD: You got off easy, if you ask me.
  HARKIN: What the hell do you know? Working for C-Sec isn't like being a marine. People get pissed off if we shoot somebody. Investigations, inquiries, rules, regulations.
  Every day I plow through enough red tape to choke a rhino. That's how you gotta be to do this job. So don't talk to me about right and wrong. You soldiers got it easy.
- Garrus?
  SHEPARD: What do you know about Garrus?
  HARKIN: Damn hothead is what he is. Still figures he can save the world. Always bucking heads with the executor. He'll pay for it soon enough. The executor loves to put us lowly field agents in our place. Just look at what happened to me.

SHEPARD: I'm out of here.

HARKIN: Yeah. Good. Go. Let me drink in peace.
The crew leaves Chora's Den.

ASHLEY: Why didn't Captain Anderson tell us he used to be a Spectre?

KAIDAN: Maybe it's not true. Harkin's an ass. I bet he's just messing with our heads.

ASHLEY: You're probably right. Still, I'd like to hear what Captain Anderson has to say about all this.

SCENE 6: Garrus and Wrex

Shepard is now in the Med Clinic in the Lower Wards with Ashley and Kaidan. As they enter the clinic, they hear a woman talking and see Garrus getting under cover, a weapon in hand.

DR. CHLOE MICHEL: I didn't tell anyone. I swear!

Men with guns are talking to Dr. Michel.

THUG: That was smart, Doc. Now, if Garrus comes around, you stay smart. Keep your mouth shut or we'll--

The man talking sees Shepard and grabs Dr. Michel. He points a gun at Shepard, who points a gun back at him.

THUG: Who are you?

SHEPARD: Let her go!

Garrus shoots the thug in the face. He falls down.

DR. CHLOE MICHEL: Ahh!

Garrus walks forward, gun in hand. Shepard and his squad join Garrus in the fight against the other men. Once they lie on the ground, incapacitated, Shepard joins Garrus and Dr. Michel.

GARRUS: Perfect timing, Shepard. Gave me a clear shot at that bastard.

SHEPARD - DIALOGUE OPTIONS:

- It was a big risk.
  SHEPARD: What were you thinking? You could've hit the hostage!
  GARRUS: There wasn't time to think I just reacted…
- No problem.
- Nice shot.
  SHEPARD: You took him down clean.
  GARRUS: Sometimes you get lucky.

GARRUS : Dr. Michel. Are you hurt?

DR. CHLOE MICHEL: No. I'm okay. Thanks to you. All of you.

SHEPARD - DIALOGUE OPTIONS:

- We can protect you.
  SHEPARD: I know those men threatened you. But if you tell us who they worked for, we can protect you.
- Who were those men?
- Tell me what happened.
  SHEPARD: Why were they threatening you? Who do they work for?

DR. CHLOE MICHEL: They work for Fist. They wanted to shut me up, keep me from telling Garrus about the quarian.

SHEPARD - DIALOGUE OPTIONS:

- What about Saren?
- Quarian?

SHEPARD: What quarian?
DR. CHLOE MICHEL: A few days ago, a quarian came by my office. She'd been shot, but she wouldn't tell me who did it. I could tell she was scared, probably on the run. She asked me about the Shadow Broker. She wanted to trade information in exchange for a safe place to hide.

SHEPARD - DIALOGUE OPTIONS:

- Where'd she go?
  SHEPARD: Where is she now?
- Go on.

DR. CHLOE MICHEL: I put her in contact with Fist. He's an agent for the Shadow Broker.

GARRUS: Not anymore. Now he works for Saren, and the Shadow Broker isn't too happy about it.

DR. CHLOE MICHEL: Fist betrayed the Shadow Broker? That's stupid, even for him. Saren must have made him quite the offer.

GARRUS: That quarian must have something Saren wants. Something worth crossing the Shadow Broker to get.

SHEPARD - DIALOGUE OPTIONS:

- Anything else?
  SHEPARD: What else can you tell me about the quarian?
  DR. CHLOE MICHEL: I'm not sure. Like I said, she wanted to trade information for a place to hide. She didn't… wait a minute! Geth. Her information had something to do with the geth!
- Evidence.
  SHEPARD: She must have something that proves he's a traitor. Did the quarian mention anything about Saren? Or the geth?
  DR. CHLOE MICHEL: She did! The information she was going to trade. She said it had something to do with the geth.

GARRUS: She must be able to link Saren to the geth. There's no way the Council can ignore this!

SHEPARD - DIALOGUE OPTIONS:

- We need to find her!
  SHEPARD: Time we paid Fist a visit.
- But Fist has her!
- We don't have anything yet.
  SHEPARD: Time we paid Fist a visit.

GARRUS: This is your show, Shepard. But I want to bring Saren down as much as you do. I'm coming with you!

SHEPARD - DIALOGUE OPTIONS:

- Why do you hate Saren?
  SHEPARD: You're a turian. Why do you want to bring him down?
  GARRUS: I couldn't find the proof I needed in my investigation. But I knew what was really going on. Saren's a traitor to the Council, and a disgrace to my people!
- Forget it.
- Okay.

SHEPARD - DIALOGUE OPTIONS:

- You made your case.
  SHEPARD: Welcome aboard, Garrus.
- Okay.
  SHEPARD: Welcome aboard, Garrus.
- I still don't trust you.

GARRUS: You know, we aren't the only ones going after Fist. The Shadow Broker hired a krogan bounty hunter named Wrex to take him out.

ASHLEY: Yeah, we saw him in the bar.

SHEPARD - DIALOGUE OPTIONS:

- We could use him.
  SHEPARD: A krogan might come in handy.
  GARRUS: Last I heard, he was at the C-Sec Academy.
  KAIDAN: What's he doing there?
  GARRUS: Fist accused him of making threats. We brought Wrex in for a little talk. If you hurry, you can catch him at the academy before he leaves.
- We don't need him.

SHEPARD: Move out.

Garrus is now a part of Shepard's squad.

Shepard leaves with the squad. They walk in a hallway with an elevator at the end that leads them to C-Sec Academy.

NEWS: In light of the recent attack on Eden Prime, many colonial investors are pulling their support for future projects. Proponents of expanded human colonization insist that Eden Prime was an isolated case. Nevertheless, colonist enrollment has dropped sharply. Many colonial proposals are on hold until backers have some reassurance that human colonies will be adequately protected.

The elevator arrives at C-Sec Academy. The squad takes the stairs and arrives in the headquarters. On the left side of the open space, Wrex can be found, talking to three C-Sec officers. One of them is a human facing Wrex, hands behind his back.

C-SEC OFFICER: Witnesses saw you making threats in Fist's bar. Stay away from him.

WREX: I don't take orders from you.

C-SEC OFFICER: This is your only warning, Wrex.

WREX: You should warn Fist. I will kill him.

C-SEC OFFICER: You want me to arrest you?

WREX: I want you to try.

Wrex notices Shepard and walks toward them.

C-SEC OFFICER: Go on. Get out of here.

Wrex stands in front of Shepard, as the C-Sec officers walk away.

WREX: Do I know you, human?

SHEPARD - DIALOGUE OPTIONS:

- My name's Shepard.
  SHEPARD: My name's Shepard. I'm going after Fist. Thought you might want to come along.
  WREX: Shepard? Commander Shepard?
- You will.
- Fist is mine!
  SHEPARD: I'm going after Fist. I don't want you getting in my way.
  WREX: Now I recognize you. Commander Shepard, from the Alliance.

WREX: I've heard a lot about you. We're both warriors, Shepard. Out of respect, I'll give you a fair warning. I'm going to kill Fist.

SQUADMATE: Fist knows you're coming. We'll have a better chance if we all work together.

WREX: My people have a saying: Seek the enemy of your enemy, and you will find a friend.

SHEPARD - DIALOGUE OPTIONS:

- Welcome aboard.

SHEPARD: Glad to have you on the team, Wrex.

- So you'll join?
- I like that saying.
  SHEPARD: I think we'll get along just fine, Wrex.

Shepard and Wrex shake hands. Wrex is now a part of the squad.

WREX: Let's go. I hate to keep Fist waiting.

SCENE 7: Take down Fist

Shepard and the crew arrive at Chora's Den.

SQUADMATE1: Looks like it's shut down.

SQUADMATE2: Fist knows we're coming.

Inside the club, Fist's men are waiting for them. A fight ensues. Shepard opens a door that leads to the corridor in front of Fist's office. Two warehouse workers are inside and point a gun in their direction.

WAREHOUSE WORKER: Stop right there! Don't come any closer!

SQUADMATE: Warehouse workers. All the real guards must be dead.

SHEPARD - DIALOGUE OPTIONS:

- PARAGON OPTION: Save yourselves.
  SHEPARD: This would be a good time to find somewhere else to work.
  The warehouse workers lower their gun.
  WAREHOUSE WORKER 1: Yeah. Yeah, right. That's a good idea.
  WAREHOUSE WORKER 2: I never liked Fist anyway.
  They leave.
  ASHLEY: I can't believe that worked!
  KAIDAN: Shooting people isn't always the answer.
- RENEGADE OPTION: You're making a mistake.
  SHEPARD: I just killed fifty bodyguards to get in there. What do you think I'll do to you?
  The warehouse workers lower their gun.
  WAREHOUSE WORKER 1: Uh… Well… uh…
  WAREHOUSE WORKER 2: Aw, screw Fist. He doesn't pay us enough for this.
  They leave.
  WREX: It would have been quicker to just kill them.
  GARRUS: Shooting people isn't always the answer.

- It's them or us.
- They work for Fist.
- Nobody threatens me!

Shepard and his squad enter Fist's office, where Fist is waiting for them, surrounded by defensive turrets that start shooting at them.

FIST: Why do I have to do everything myself? Time to die, little soldiers!

A shoot out ensues. Shepard destroys the turrets and walks toward Fist, who is now on the ground.

FIST: Wait! Don't kill me! I surrender!

SHEPARD - DIALOGUE OPTIONS:
- Smart move.
  SHEPARD: Where's the quarian?
- I need information.
- Start talking.
  SHEPARD: Tell me where the quarian is and I won't have to shoot you in the kneecaps.

Shepard points a gun at Fist.

FIST: She's not here. I don't know where she is. That's the truth!

ASHLEY: He's lying.

or

If Wrex is present:

WREX: He's no use to you now. Let me kill him.
FIST: Wait! Wait! I don't know where the quarian is, but I know where you can find her. The quarian isn't here. Said she'd only deal with the Shadow Broker himself.
WREX: Face to face? Impossible! Even I was hired through an agent.

or

SHEPARD - DIALOGUE OPTIONS:
- What happened?
  SHEPARD: You'd better start explaining before I lose my temper.
  FIST: The quarian isn't here. Said she'd only deal with the Shadow Broker himself.
  KAIDAN: I thought the Shadow Broker only worked through agents.
  Shepard lowers his gun and makes a gesture toward Fist, asking him to talk.
- Nobody lies to me, Fist!

- Shoot him.

Fist gets up and explains.

FIST: Nobody meets the Shadow Broker. Ever. Even I don't know his true identity. But she didn't know that. I told her I'd set a meeting up. But when she shows up, it'll be Saren's men waiting for her.

SHEPARD - DIALOGUE OPTIONS:

- We have to save her!
  Shepard grabs Fist.
  SHEPARD: Give me the location. Now. Where's the meeting?

- You son of a bitch!
  SHEPARD walks toward Fist and points their gun at him.
  SHEPARD: Tell me where that meeting is before I blow your lying head off!

FIST: Here on the wards.The back alley by the markets. She's supposed to meet them right now. You can make it if you hurry.

If Wrex is present, he kills Fist.

OTHER SQUADMATE: What are you doing?
WREX: The Shadow Broker paid me to kill him. I don't leave jobs half done.

SHEPARD - DIALOGUE OPTIONS:

- He'd surrendered!
- Never do that again!
- He deserved it.
  SHEPARD: A lot of people died because of him. He had it coming. Now let's move. We have to save that quarian!

or

SHEPARD - DIALOGUE OPTIONS:

- What about you?
  SHEPARD: Am I just supposed to forget your part in all this?
  FIST: Hey! I came clean! I told you about the meeting. Besides, I've got my own problems now. The Shadow Broker wants me dead! I have to disappear. Forget about me. I'm a ghost.
- Get out of here, Fist.
- Let's go.
- You don't deserve to die.

SHEPARD - DIALOGUE OPTIONS:

- Fine. Disappear.
- Let's go.
  SHEPARD: There's no time to waste. Come on!
  FIST: Don't worry. You'll never see me again.
- You don't deserve to live.

A countdown starts: Shepard has 4 minutes to find the quarian and warn her before it's too late. In Chora's Den, armed men are waiting for them. A shoot out ensues. After Shepard disposes of them, he rushes toward the back alley. He finds the quarian, talking to a turian assassin.

ASSASSIN: Did you bring it?

TALI: Where's the Shadow Broker? Where's Fist?

The assassin gets close to Tali and caresses her shoulder.

ASSASSIN: They'll be here. Where's the evidence?

Tali swats his hand away.

TALI: No way. The deal's off.

The turian makes a sign and two assassins with guns appear behind Tali. Shepard shoots and fights them. Once the assassins are dead, the squad joins Tali. She's looking at the assassins on the ground.

TALI: Fist set me up! I knew I couldn't trust him!

SHEPARD - DIALOGUE OPTIONS:
- Are you okay?
  SHEPARD: Were you hurt in the fight?
  TALI: I know how to look after myself. Not that I don't appreciate the help.
- I took care of him.
- Give me the evidence.
  SHEPARD: You've got proof Saren is working with the geth. Hand it over.
  TALI: Not so fast.

TALI: Who are you?

SHEPARD - DIALOGUE OPTIONS:
- A friend.
- I'm with the Alliance.
  SHEPARD: My name's Shepard. I'm looking for evidence to prove Saren's a traitor.
  TALI: Then I have a chance to repay you for saving my life. But not out here.

- Someone who saved your life.
  SHEPARD: I don't have time for questions. I need the evidence you have against Saren.
  TALI: I guess I owe you. But not out here in the open.

TALI: We need to go somewhere safe.

KAIDAN: The ambassador's office. It's safe there. He'll want to see this anyway.

or

GARRUS: We could take her to the human embassy. Your ambassador will want to see this anyway.

They leave to go to the human embassy.

SCENE 8: Evidence

Shepard, Ashley, Kaidan and Tali enter Udina's office. Udina and Anderson are already there.

UDINA: You're not making my life easy, Shepard. Firefights in the wards? An all-out assault on Chora's Den? Do you know how many--

Udina notices Tali.

UDINA: Who's this? A quarian? What are you up to, Shepard?

SHEPARD - DIALOGUE OPTIONS:
- She can help us.
  SHEPARD: Making your day, Ambassador. She has information linking Saren to the Geth.
  UDINA: Really?
- Just doing my job.
- Shut up and I'll tell you.
  SHEPARD: This quarian can help us bring down Saren. I would've told you that if you hadn't jumped down my throat.
  UDINA: I apologize, Commander. This whole thing with Saren has me a bit on edge.

UDINA: Maybe you should start at the beginning, Miss…?

TALI: My name is Tali. Tali' Zorah nar Rayya.

UDINA: We don't see many quarians here. Why did you leave the flotilla?

TALI: I was on my Pilgrimage, my rite of passage into adulthood.

SHEPARD - DIALOGUE OPTIONS:

- Pilgrimage?
  SHEPARD: I've never heard of this before.
  TALI: It is a tradition among my people. When we reach maturity, we leave the ships of our parents and our people behind. Alone, we search the stars, only returning to the flotilla once we have discovered something of value. In this way, we prove ourselves worthy of adulthood.

  SHEPARD - DIALOGUE OPTIONS:
  - Something of value?
    SHEPARD: What kinds of things do you look for?
    TALI: It could be resources like food or fuel. Or some type of useful technology. Or even knowledge that would make life easier on the flotilla. Through our Pilgrimage, we prove that we will contribute to the community, rather than being a burden on our limited resources.
  - And what did you find?

- Please, continue.
- What about Saren?
- Get to the point.
  SHEPARD: Where's the proof you promised?

SHEPARD - DIALOGUE OPTIONS:

- Please, continue.
  SHEPARD: Tell us what you found.
- What about Saren?
- Get to the point.
  SHEPARD: Where's the proof you promised?

TALI: During my travels I began hearing reports of geth. Since they drove my people into exile, the geth have never ventured beyond the Veil. I was curious. I tracked a patrol of geth to an uncharted world. I waited for one to become separated from its unit. Then I disabled it and removed its memory core.

ANDERSON: I thought that the geth fried their memory cores when they died. Some kind of defense mechanism.

SHEPARD - DIALOGUE OPTIONS:

- Is that true?
  SHEPARD: How did you manage to preserve the memory core?

TALI: My people created the geth. If you're quick, careful, and lucky small caches of data can sometimes be saved. Most of the core was wiped clean. But I salvaged something from its audio banks.

- Go on.

Tali uses her omni-tool to play the audio she found from the geth.

SAREN (AUDIO LOG): Eden Prime was a major victory! The beacon has brought us one step closer to finding the Conduit.

ANDERSON: That's Saren's voice. This proves he was involved in the attack!

SHEPARD - DIALOGUE OPTIONS:

- What's the Conduit?
  SHEPARD: He said Eden Prime brought him one step closer to finding the Conduit. Any idea what that means?
  ANDERSON:The Conduit must have something to do with the beacon. Maybe it's some kind of Prothean technology... like a weapon.
- We've got him!

TALI: Wait... there's more. Saren wasn't working alone.

Tali plays the recording again. After Saren speaks, someone unknown answers him.

SAREN (voice-over): Eden Prime was a major victory! The beacon has brought us one step closer to finding the Conduit.

UNKNOWN (voice-over): And one step closer to the return of the Reapers.

UDINA: I don't recognize that other voice. The one talking about Reapers.

SHEPARD - DIALOGUE OPTIONS:

- Reapers? What are they?
  SHEPARD: Are they some kind of new alien species?
  TALI: According to the memory core, the Reapers were a hyper-advanced machine race that existed 50,000 years ago. The Reapers hunted the Protheans to total extinction, and then they vanished. At least, that's what the geth believe.
- Reapers? Sounds familiar.

UDINA: Sounds a little far-fetched.

SHEPARD - DIALOGUE OPTIONS:

- She's right.

SHEPARD: The vision on Eden Prime -- I understand it now. I saw the Protheans being wiped out by the Reapers.

- It's true.
- It's not far-fetched.
  SHEPARD: The vision on Eden Prime -- I understand it now. I saw the Protheans being wiped out by the Reapers.

TALI: The geth revere the Reapers as gods, the pinnacle of non-organic life. And they believe Saren knows how to bring the Reapers back.

UDINA: The Council is just going to love this!

SHEPARD - DIALOGUE OPTIONS:

- They need to know.
  SHEPARD: The Reapers are a threat to every species in Citadel space. We have to tell them.
  ANDERSON: No matter what they think about the rest of this, those audio files prove Saren's a traitor.
- Will they believe it?
- Don't tell them.
  SHEPARD: They won't believe you anyway. Just keep them out of this.
  ANDERSON: We have to tell them! Even if they don't believe anything else, this proves Saren's a traitor.

UDINA: The captain's right. We need to present this to the Council right away.

ASHLEY: What about her? The quarian?

TALI: My name is Tali! You saw me in the alley, Commander. You know what I can do. Let me come with you.

SHEPARD - DIALOGUE OPTIONS:

- What about your quest?
  SHEPARD: I thought you were on your Pilgrimage.
  TALI: The Pilgrimage proves we are willing to give of ourselves for the greater good. What does it say about me if I turn my back on this? Saren is a danger to the entire galaxy. My Pilgrimage can wait.
- You could be useful.
- Join us.
- You're not ready for this.

SHEPARD - DIALOGUE OPTIONS:

- You could be useful.
  SHEPARD: I'll take all the help I can get.

TALI: Thanks. You won't regret this.

- Join us.
  SHEPARD: I'll take all the help I can get.
  TALI: Thanks. You won't regret this.
- You're not ready for this.

UDINA: Anderson and I will go ahead to get things ready with the Council. Take a few minutes to collect yourself, then meet us in the Tower.

-> ADDITIONAL SCENES 7

SCENE 9: Becoming a Spectre

Shepard takes the elevator to reach the Citadel Tower with two squadmates.

ASHLEY: I'm going to enjoy the look on the Council's face when they see evidence they can't just ignore.
KAIDAN: I just hope it isn't too late. All this time we spent hunting for evidence gave Saren a nice head start.

They arrive in the tower and walk up the stairs to join Anderson.

CAPTAIN ANDERSON: Come on. Udina's presenting the quarian's evidence to the Council.

They walk up the final stairs to reach Udina, who is presenting the evidence to the Council.

SAREN (RECORDING): Eden Prime was a major victory! The beacon has brought us one step closer to finding the Conduit.

UNKNOWN FEMALE VOICE (RECORDING): And one step closer to the return of the Reapers.

The recording ends.

AMBASSADOR UDINA: You wanted proof. There it is.

SPARATUS (TURIAN COUNCILOR): This evidence is irrefutable, Ambassador. Saren will be stripped of his Spectre status and all efforts will be made to bring him in to answer for his crimes.

TEVOS (ASARI COUNCILOR): I recognize the other voice, the one speaking with Saren. Matriarch Benezia.

SHEPARD - DIALOGUE OPTIONS:

- Matriarch Benezia?
  SHEPARD: Who's she?
- Another traitor.

TEVOS (ASARI COUNCILOR): Matriarchs are powerful asari who have entered the final stage of their lives. Revered for their wisdom and experience, they serve as guides and mentor to my people. Matriarch Benezia is a powerful biotic, and she had many followers. She will make a formidable ally for Saren.

VALERN (SALARIAN COUNCILOR): I'm more interested in the Reapers. What do you know about them?

CAPTAIN ANDERSON: Only what was extracted from the geth's memory core. The Reapers were an ancient race of machines that wiped out the Protheans. Then they vanished.

SHEPARD - DIALOGUE OPTIONS:
- The geth revere them.
  SHEPARD: The geth believe the Reapers are gods. And Saren is the prophet for their return.
- Saren's bringing them back.
- That's why they follow Saren.
  SHEPARD: The geth believe the Reapers are gods. And Saren is the prophet for their return.

CAPTAIN ANDERSON: We think the Conduit is the key to bringing them back. Saren's searching for it. That's why he attacked Eden Prime.

VALERN (SALARIAN COUNCILOR):
Do we even know what this Conduit is?

SHEPARD - DIALOGUE OPTIONS:
- Not yet.
  SHEPARD: Saren thinks it can bring back the Reapers. That's bad enough.
- Does it matter?
- It's trouble.
  SHEPARD: Saren thinks it can bring back the Reapers. That's bad enough.

SPARATUS (TURIAN COUNCILOR): Listen to what you're saying! Saren wants to bring back the machines that wiped out all life in the galaxy? Impossible. It has to be. Where did the Reapers go? Why did they vanish? How come we've found no trace of their existence? If they were real, we'd have found something!

SHEPARD - DIALOGUE OPTIONS:
- The Reapers are real.

SHEPARD: I tried to warn you about Saren, and you refused to face the truth. Don't make the same mistake again.

- You doubted me before.
- Don't be a fool!
  SHEPARD: I tried to warn you about Saren, and you refused to face the truth. Don't make the same mistake again.

TEVOS (ASARI COUNCILOR): This is different. You proved Saren betrayed the Council. We all agree he's using the geth to search for the Conduit, but we don't really know why.

VALERN (SALARIAN COUNCILOR): The Reapers are obviously just a myth, Commander. A convenient lie to cover Saren's true purpose. A legend he is using to bend the geth to his will.

SHEPARD - DIALOGUE OPTIONS:

- I've seen them!
  SHEPARD: Fifty thousand years ago, the Reapers wiped out all galactic civilization. If Saren finds the Conduit, it will happen again!
- Can't you understand?
- You're wrong.
  SHEPARD: Fifty thousand years ago, the Reapers wiped out all galactic civilization. If Saren finds the Conduit, it will happen again!

SPARATUS (TURIAN COUNCILOR): Saren is a rogue agent on the run for his life. He no longer has the rights or resources of a Spectre. The Council has stripped him of his position.

AMBASSADOR UDINA: That is not good enough! You know he's hiding somewhere in the Traverse. Send your fleet in!

VALERN (SALARIAN COUNCILOR): A fleet cannot track down one man.

AMBASSADOR UDINA: A Citadel fleet could secure the entire region. Keep the geth from attacking any more of our colonies.

SPARATUS (TURIAN COUNCILOR): Or it could trigger a war with the Terminus Systems! We won't be dragged into a galactic confrontation over a few dozen human colonies!

SHEPARD - DIALOGUE OPTIONS:

- So you'll do nothing?
- Send me.
  SHEPARD: I can take Saren down.
  TEVOS (ASARI COUNCILOR): The Commander's right. There is a way to stop Saren that doesn't require fleets or armies.

- Same old story.

SHEPARD: Every time humanity asks for help you ignore us!
UDINA: Shepard's right. I'm sick of this Council and its anti-human bull—
TEVOS (ASARI COUNCILOR): Ambassador! There is another solution. A way to stop Saren that does not require fleets or armies.

SPARATUS (TURIAN COUNCILOR): No! It's too soon. Humanity is not ready for the responsibilities that come with joining the Spectres.

SHEPARD - DIALOGUE OPTIONS:

- <u>It's the best solution.</u>
  SHEPARD: You don't have to send a fleet into the Traverse, and the Ambassador gets his human Spectre. Everybody's happy.
- <u>I'm ready.</u>
- <u>Quit holding us back!</u>
  SHEPARD: It was a turian Spectre who betrayed this Council. And it was a human who exposed him. I've earned this!

There is a pause during which the asari and salarian councilor look at the turian councilor, who ends up nodding. All three of them push a button on the terminal in front of them.

TEVOS (ASARI COUNCILOR): Commander Shepard - step forward.

Shepard looks at Anderson, who nods. Shepard steps forward. In the balconies upstairs, people gather to see the ceremony and whisper to each other.

TEVOS (ASARI COUNCILOR): It is the decision of the Council that you be granted all the powers and privileges of the Special Tactics and Reconnaissance branch of the Citadel.

VALERN (SALARIAN COUNCILOR): Spectres are not trained, but chosen. Individuals forged in the fire of service and battle; those whose actions elevate them above the rank and file.

TEVOS (ASARI COUNCILOR): Spectres are an ideal, a symbol. The embodiment of courage, determination, and self-reliance. They are the right hand of the Council, instruments of our will.

SPARATUS (TURIAN COUNCILOR): Spectres bear a great burden. They are protectors of galactic peace, both our first and last line of defense. The safety of the galaxy is theirs to uphold.

TEVOS (ASARI COUNCILOR): You are the first human Spectre, Commander. This is a great accomplishment for you and your entire species.

SHEPARD - DIALOGUE OPTIONS:

- <u>Thank you.</u>
  SHEPARD: I'm honored, Councilor.
- <u>What happens now?</u>

- About time.
  SHEPARD: I've been ready for this since Eden Prime.

VALERN (SALARIAN COUNCILOR): We're sending you into the Traverse after Saren. He's a fugitive from justice, so you are authorized to use any means necessary to apprehend or eliminate him.

SHEPARD - DIALOGUE OPTIONS:
- Any leads?
  SHEPARD: Any idea where to find him?
  SPARATUS (TURIAN COUNCILOR): We will forward any relevant files to Ambassador Udina.
- I'm ready.
  SHEPARD: I'll find him.

TEVOS (ASARI COUNCILOR): This meeting of the Council is adjourned.

Shepard nods at the Councilor, then turns to face Captain Anderson and Ambassador Udina. Captain Anderson immediately shakes his hand.

CAPTAIN ANDERSON: Congratulations, Commander.

AMBASSADOR UDINA: We've got a lot of work to do, Shepard. You're going to need a ship, a crew, supplies…

CAPTAIN ANDERSON: You'll all get access to special equipment and training now. You should go down to the C Sec Academy and speak to the Spectre requisitions officer.

AMBASSADOR UDINA: Anderson, come with me. I'll need your help to set all this up.

Anderson and Udina leave. Shepard faces Ashley and Kaidan.

ASHLEY: Not even a thank you from the ambassador.
or
WREX: Hmph! Bastard didn't even thank you.

SHEPARD - DIALOGUE OPTIONS:
- I don't blame him.
- It's no big deal.
  SHEPARD: He's got a lot on his mind.
- Figures.
  SHEPARD: What do you expect from a politician?

SHEPARD: Come on.

KAIDAN: Right behind you, Commander.
or
GARRUS: Right behind you, Shepard.

They get ready to leave.

ASHLEY: So this is where the Council passes judgment on all us little folk, huh? Ever get the feeling we're in over our heads, Commander?
or
KAIDAN: I like that fountain. Very soothing.

They take a rapid transit to C-Sec Academy. Once there, they take the elevator.

NEWS (VOICE-OVER): In other news, ExoGeni Corp is still denying reports that one of their survey teams has gone missing in the Hades Gamma cluster. When asked why communication with the survey team was suddenly cut off last week, company officials refused to comment.

SCENE 10: Talk with Anderson

They arrive at the dock, where Ambassador Udina is talking to Captain Anderson. They stop talking once they notice Shepard.

AMBASSADOR UDINA: I've got big news for you, Shepard. Captain Anderson is stepping down as commanding officer of the Normandy. The ship is yours now.

CAPTAIN ANDERSON: She's quick and quiet and you know the crew. Perfect ship for a Spectre. Treat her well, Commander.

SHEPARD - DIALOGUE OPTIONS:

- I will.
  SHEPARD: I'll take good care of her, Sir.
  CAPTAIN ANDERSON: I know you will, Commander.

  SHEPARD - DIALOGUE OPTIONS:
  - Why are you doing this?
    SHEPARD: I want the truth. Why are you stepping down, sir?
  - Any word on Saren?

- What's going on?
  SHEPARD: I want the truth. Why are you stepping down, sir?

- Forced retirement?
  SHEPARD: This isn't right! The Normandy belongs to you!

CAPTAIN ANDERSON: You needed your own ship. A Spectre can't answer to anyone but the Council. And it's time for me to step down.

SHEPARD - DIALOGUE OPTIONS:
- There's more to this.
  SHEPARD: Come clean with me, Captain. You owe me that much.
  CAPTAIN ANDERSON: I was in your shoes twenty years ago, Shepard. They were considering me for the Spectres.
- Any word on Saren?

If Shepard picks "There's more to this":
SHEPARD - DIALOGUE OPTIONS:
- You should have told me.
  SHEPARD: Why didn't you ever mention this?
  CAPTAIN ANDERSON: What was I supposed to say? "I could've been a Spectre but I blew it"? I failed, Commander. It's not something I'm proud of. Ask me later and I'll tell you the whole story.
- What went wrong?
  SHEPARD: What happened?
  CAPTAIN ANDERSON: I failed. I couldn't make the cut. It's not something I'm proud of.
- You hid this from me!
  SHEPARD: Why didn't you ever mention this?

CAPTAIN ANDERSON: Ask me later and I'll tell you the whole story. For now, all you need to know is I was sent on a mission with Saren, and he made sure the Council rejected me. I had my shot. It came and went. Now you have a chance to make up for my mistakes.

SHEPARD - DIALOGUE OPTIONS:
- You can count on me.
  SHEPARD: I won't let you down, sir.
- Any word on Saren?
- Saren will pay.
  SHEPARD: Saren's not going to get away this time.

CAPTAIN ANDERSON: Saren's gone. Don't even try to find him. But we know what he's after: the Conduit. He's got his geth scouring the Traverse looking for clues.

AMBASSADOR UDINA: We had reports of geth in the Feros system shortly before our colony there dropped out of contact. And there have been sightings around Noveria.

CAPTAIN ANDERSON: Find out what Saren was after on Feros and Noveria. Maybe you can figure out where the Conduit is before he does.

SHEPARD - DIALOGUE OPTIONS:

- What about the Reapers?
  SHEPARD: The Reapers are the real threat.
- Is that it?

AMBASSADOR UDINA: I'm with the Council on this one, Shepard. I'm not sure they even exist.

CAPTAIN ANDERSON: But if they do exist, the Conduit's the key to bringing them back. Stop Saren from getting the Conduit and we stop the Reapers from returning.

SHEPARD - DIALOGUE OPTIONS:

- Count on me.
  SHEPARD: I'll stop him.
- Is that it?
- I'm on it.
  SHEPARD: I'll stop him.

AMBASSADOR UDINA: We have one more lead. Matriarch Benezia, the other voice on that recording? She has a daughter, a scientist who specializes in the Protheans. We don't know if she's involved but it might be a good idea to try and find her. See what she knows. Her name's Liara. Dr. Liara T'Soni. We have reports she was exploring an archaeological dig on one of the uncharted worlds in the Artemis Tau cluster.

SHEPARD - DIALOGUE OPTIONS:

- I'll start with Feros.
- I'll start there.
  SHEPARD: Sounds like we should head for the Artemis Tau Cluster.
  CAPTAIN ANDERSON: It's your decision, Commander. You're a Spectre now. You don't answer to us.
  AMBASSADOR UDINA: But your actions still reflect on humanity as a whole. You make a mess and I get stuck cleaning it up.
- I'm going to Noveria.

SHEPARD - DIALOGUE OPTIONS:

- I'll be careful.
  SHEPARD: I'll try not make things any harder on you, Ambassador.
  AMBASSADOR UDINA: Glad to hear it, Commander.
- It might be necessary.
- That's your job.
  SHEPARD: I'll take care of Saren. You take care of the political fallout.
  AMBASSADOR UDINA: Not exactly the answer I was looking for, Shepard.

AMBASSADOR UDINA: Remember: you were a human long before you were a Spectre. I have a meeting to get to. Captain Anderson can answer any questions you might have.

Udina leaves. Shepard talks to Captain Anderson.

SHEPARD - INVESTIGATE DIALOGUE OPTIONS:

- Feros
  SHEPARD: Any extra intel you can give me on our colony at Feros?
  CAPTAIN ANDERSON: The entire planet used to be one giant Prothean city. Mostly ruins now, but some of the infrastructure is still intact. The colony tried to build on what the Protheans left behind. We lost all contact with them when the geth attacked.

- Artemis Tau Cluster
  SHEPARD: What do you know about the Artemis Tau cluster?
  CAPTAIN ANDERSON: Not much. I've never been there myself. A handful of systems with a few small uncharted worlds, but no real colonies. Might not be easy finding Dr. T'Soni out there. My advice is to look for the world with the Prothean ruins.

- Noveria
  SHEPARD: What can you tell me about Noveria?
  CAPTAIN ANDERSON: Noveria's trouble. Always has been. The whole planet's basically a center for corporations to conduct illegal research. Watch your back there, Shepard. Spectres are about the only form of Citadel authority Noveria respects, but they aren't popular.

SHEPARD - DIALOGUE OPTIONS:

- Are you okay?
  SHEPARD: How are you holding up?
  CAPTAIN ANDERSON: Honestly? This isn't how I pictured my career coming to an end. Pushing papers really isn't my thing. But you're the one who can stop Saren. I believe in you, Shepard. If that means I have to step aside, so be it.
- You worked with the Spectres.
  SHEPARD: I want the truth about you and Saren. I want to know about the mission you were on together all those years ago.
  CAPTAIN ANDERSON: We had intel on a rogue scientist being funded by batarian interests. He was trying to set up a facility to develop illegal AI technology out in the Verge. Alliance intel had done all the work, but the Council wanted a Spectre involved. We compromised: I was assigned to help Saren in his investigation. We tracked the scientist to a refining facility on Camala. He was hidden away somewhere inside, protected by an army of batarian mercenaries. The plan was simple: sneak into the plant, capture the scientist, sneak back out. Quick, quiet, and a minimum of bloodshed. Saren and I split up to cover more ground. Then, about halfway through the mission, there was

a massive explosion in the refinery core. Officially, it was ruled an accident. But I think Saren detonated it on purpose to draw off the enemy guards.

SHEPARD - dialogues options:

- Was anyone hurt?
  SHEPARD: How many casualties?
- That's a little extreme.
- Good plan.
  SHEPARD: He was smart. You needed a diversion.
  ANDERSON: This went way beyond a simple diversion, Commander.

  ANDERSON: The explosion tore the refinery to shreds. The whole place was on fire. Black chemical clouds poured out into the atmosphere. Nobody inside survived. There was a camp for the workers and their families nearby. Between the fires and the toxic fumes the final death count was over five hundred. Mostly civilians. Saren didn't care. The target was eliminated. Mission accomplished. And I ended up taking the blame. That ended all talk of me joining the Spectres.

SHEPARD - DIALOGUE OPTIONS:

- You and Saren have a past.
  SHEPARD: Tell me what happened with you and Saren twenty years ago.
  CAPTAIN ANDERSON: It's close to twenty years ago now. Ambassador Goyle was our representative here on the Citadel. Like Udina, she wanted to get a human into the Spectres. She chose me. The Council sent Saren to keep an eye on me and evaluate my performance. Just like they sent Nihlus to keep tabs on you.

  SHEPARD - DIALOGUE OPTIONS:

  - Why hide this?
    SHEPARD: Why weren't you honest with me?
    CAPTAIN ANDERSON: It's not something I'm proud of. I had a chance to become the first human Spectre and I failed. Saren made sure of that.
    [Autocontinues with "What happened?" and "This doesn't matter.": See below]
  - What happened?
    SHEPARD: I think I deserve the whole story.
    CAPTAIN ANDERSON: We had intel on a rogue scientist being funded by batarian interests. He was trying to set up a facility to develop illegal AI technology out in the Verge. Alliance intel had done all the work, but the Council wanted a Spectre involved. We compromised: I was assigned to help Saren in his investigation. We tracked the scientist to a refining facility on Camala. He was hidden away somewhere inside, protected by an army of batarian mercenaries. The plan was simple: sneak into the plant, capture the scientist, sneak back out. Quick, quiet, and a minimum of bloodshed.

    SHEPARD - DIALOGUE OPTIONS:

- Something went wrong?
  SHEPARD: I'm guessing things didn't go as planned.
  CAPTAIN ANDERSON: Saren and I split up to cover more ground. Then, about halfway through the mission, there was a massive explosion in the refinery core. Officially, it was ruled an accident. But I think Saren detonated it on purpose to draw off the enemy guards.

  SHEPARD - DIALOGUE OPTIONS:
  - Was anyone hurt?
    SHEPARD: How many casualties?
  - That's a little extreme.
    SHEPARD: Sounds like overkill to me.
  - Good plan.
    SHEPARD: He was smart. You needed a diversion.
    CAPTAIN ANDERSON: This went way beyond a simple diversion, Commander. The explosion tore the refinery to shreds. The whole place was on fire. Black chemical clouds poured out into the atmosphere. Nobody inside survived.

  CAPTAIN ANDERSON: There was a camp for the workers and their families nearby. Between the fires and the toxic fumes the final death count was over five hundred. Mostly civilians. Saren didn't care. The target was eliminated. Mission accomplished. And I ended up taking the blame. That ended all talk of me joining the Spectres.

  SHEPARD - DIALOGUE OPTIONS:
  - You got blamed?
    SHEPARD: Saren caused the explosion. How'd he pin it on you?
    CAPTAIN ANDERSON: In his report, Saren accused me of blowing his cover. He said it was my fault the guards were ready for us. He claimed that's why it turned into a massacre. Saren's report was all the proof the Council needed to kill my chances of becoming a Spectre.

    SHEPARD - DIALOGUE OPTIONS:
    - It wasn't your fault.
      SHEPARD: Don't blame yourself, Captain.
      CAPTAIN ANDERSON: I don't. I blame Saren. I think he wanted things to go bad. He was looking for an excuse to blow that refinery. Maybe he just likes the violence. Maybe he was just trying to make me look bad to keep humans out of the Spectres. If so, he pulled it off.
      [Autocontinues with "That's not fair" and "This doesn't matter".]

- That's not fair!
- SHEPARD: Why'd you let him get away with it?
  CAPTAIN ANDERSON: Who do you think the Council was going to listen to? Me? Or their best agent? I had a bad feeling about him right from the start. I should've been more careful. Maybe I could have stopped things before they got out of hand.
  [Autocontinues with "It wasn't your fault" and "Forget about the past".]
- Forget about the past.

- This doesn't matter.
  See below.

- This doesn't matter.
  See below.

- You lied to me
- This doesn't matter.
  SHEPARD: The only thing I care about is stopping Saren.
  ANDERSON: You're right, Commander. It's no good living in the past.
  [Autocontinues with options like "Are you okay?" and "You worked with the Spectres."]

SHEPARD - DIALOGUE OPTIONS:

- Goodbye
  SHEPARD: I should go.
  CAPTAIN ANDERSON: I'll be here if you need anything.

Shepard leaves Anderson to enter the Normandy. They're being scanned first.

NORMANDY VI: Stand by, shore party. Decontamination in progress.

SCENE 11: Speech to the crew

Inside, Shepard joins Joker in the cockpit.

JOKER: I heard what happened to Captain Anderson. Survives a hundred battles, and then gets taken down by backroom politics. Just watch your back, Commander. Things go bad on this mission, you're next on their chopping block.

SHEPARD - DIALOGUE OPTIONS:

- This feels wrong.
  SHEPARD: Captain Anderson should be the one in charge. It's like I'm stealing the ship from him.
  JOKER: Yeah, the captain got screwed. But it's not like you could've stopped it. Nobody's blaming you.
- I'm ready.
  SHEPARD: Saren's out there somewhere. And we're going to find him.

JOKER: Everyone on this ship is behind you, Commander. One hundred percent. Intercom's open. If you've got anything you want to say to the crew, now's the time.

SHEPARD - DIALOGUE OPTIONS:
- I need to be honest with them.
  SHEPARD: This is Commander Shepard speaking. We have our orders: find Saren before he finds the Conduit. I won't lie to you, crew. This mission isn't going to be easy.
- Now we do things my way!
  SHEPARD: Listen up, Normandy. This is your commander speaking. We have our orders: find Saren before he finds the Conduit. And I refuse to let anything get in the way of that mission!
- Let's keep this short.

The crew of the Normandy is seen listening to Shepard.

SHEPARD - DIALOGUE OPTIONS:
- Humanity must do its part.
  SHEPARD: For too long our species has stood apart from the others. Now it's time for us to step up and do our part for the rest of the galaxy! Time to show them what humans are made of!
- Eden Prime was just the start.
- Nobody's going to help us!
  SHEPARD: The Council wants to ignore this. That's no surprise. The never helped us in the past, no reason they'd start now. But we don't need their help. We can do this on our own!
- Saren will be ready for us.

Tali is seen listening to Shepard's speech.

SHEPARD - DIALOGUE OPTIONS:
- Saren will be ready for us.
  SHEPARD: Our enemy knows we're coming. When we go into the Traverse, Saren's followers will be waiting for us. But we'll be ready for them, too.
- Eden Prime was just the start.
- Saren can't hide from us.

SHEPARD: Whatever Saren goes, we'll follow. Wherever he searches for the Conduit, we'll be there. We will hunt him to the very ends of the galaxy and bring him down!

- We must not fail!

The navigation crew near the galaxy map is seen listening to Shepard's speech.

SHEPARD - DIALOGUE OPTIONS:

- Everyone is counting on us.
  SHEPARD: Humanity needs to do this. Not just for our own sake, but for the sake of every other species in Citadel Space. Saren must be stopped, and I promise you all... we will stop him!
- We must not fail!
  SHEPARD: This is the most important mission any of us have ever been on. The fate of an entire galaxy is at stake. We will stop Saren, no matter what the cost!
- We have no other options.

Ashley and Wrex are joined by Garrus. All three are listening.

JOKER: Well said, Commander. Captain would be proud.

SHEPARD - DIALOGUE OPTIONS:

- I won't let him down.
  SHEPARD: The captain gave up everything so I could have this chance. We can't fail.
- Not if we fail.
- He doesn't matter any more.
  SHEPARD: The captain's not here. I'm in charge now, Joker, and time's wasting. Get this bird in the air.

JOKER: Yes, sir/ma'am!