

BRENNOR'S RPG CORNER

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Mass Effect Unofficial Role Playing Game



# MONSTER'S MANUAL

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Brennor's RPG Corner – <http://brennor.dyndns.org/rpg>

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## **BIOTIC EXTREMISTS**

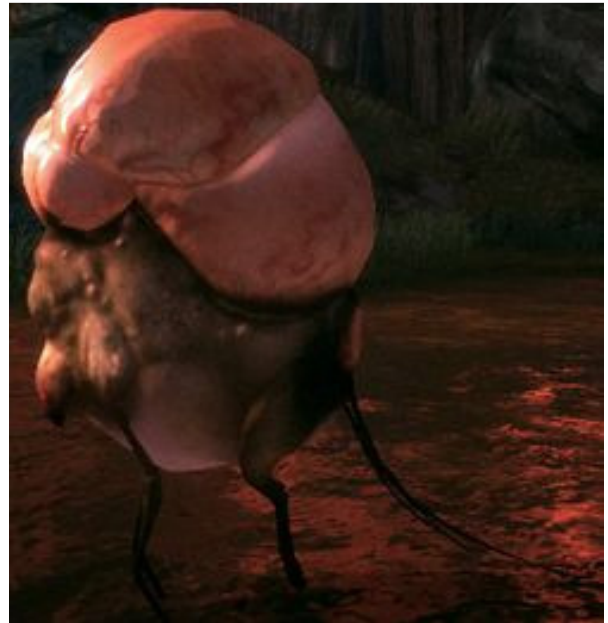
Some unstable human biotics have turned their back on the galactic community for their own reasons. Many L2s, frustrated with their health problems and the lack of support, are quite militant in their anger toward the Alliance and take direct action. Other biotics believe they have been abandoned by the Alliance and, rather than fighting back themselves, seek prominent figures who can champion their cause, or join communes. A few, the most dangerous, believe biotics are the 'evolution of humanity' and that their talents make them innately superior to other humans.

## **GAS BAGS**

Gas Bags are a species of benign non-sentient creatures native to the planet Eden Prime. Around 5 feet in height (from foot to top of gas pod), these odd animals have a number of protuberant gas-filled sacs growing out of their core body structure. These pods allow the creature to float gently along from place to place. Dangling from their underbellies are four legs and four rear tendrils, each varying in length. It can be assumed that these tentacles are used to catch prey in shallow swamps and ponds where they congregate in groups.

Its front can be designated by the neckless head attached to the main body of the animal; it has no visible mouth, so a means of consumption is still unknown. It does, however, have five red eyes, three large ones and two smaller ones above. Extremely delicate, gas bags will explode if any one of their numerous pods is punctured.

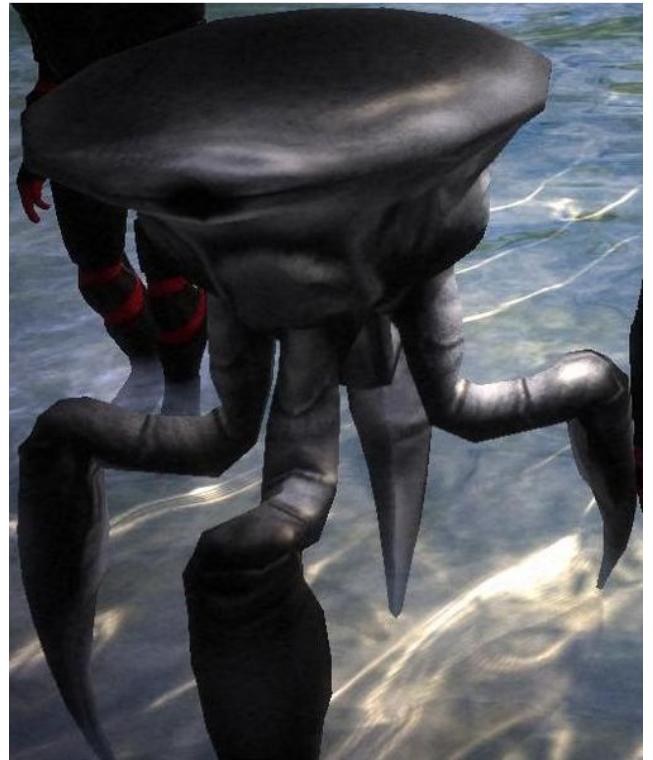
These creatures are harmless and non-hostile. If punctured, the gas bags explode causing a small toxic cloud.



## POD CRABS

Pod Crabs or "walkers" are a mostly benign species of non-sentient creatures native to the planet Virmire. Standing about 6 to 7 feet in height, these massive grey flat-headed crustaceans walk on four sturdy arms, each ending in hard points possibly used to impale prey found in the shallow beaches and estuaries along the coasts.

They are weak, and can be killed in one shot; they leave no remains and explode to pulp. The pod crabs seem to be unaware of danger, and do not appear to notice if one of their kindred is shot down.



## **PYJAK (AKA “SPACE MONKEYS”)**

Pyjak, sometimes referred to as "Space Monkeys", are a primitive species found on several planets.

Pyjak are found on at the very least the planets Eletania, Tuchanka and Zorya. The fact that they are able to thrive in such varied ecosystems suggests a very high ability to adapt. They live in small colonies of rough shelters, and appear to do little more than wander around in groups. They are apparently a somewhat curious species, and have been known to scavenge pieces of technology. The Krogan of Tuchanka views the Pyjak as an invasive nuisance. Pyjak have been spotted clinging to tree branches, sticking out their finely-pointed tongues, suggesting that they eat small insects and grubs from the crevices in tree bark.



## SPACE BEETLES

Space Beetles can be found on a variety of planets. There are larger beetles and smaller ones that may be juveniles.



## THRESHER MAWS

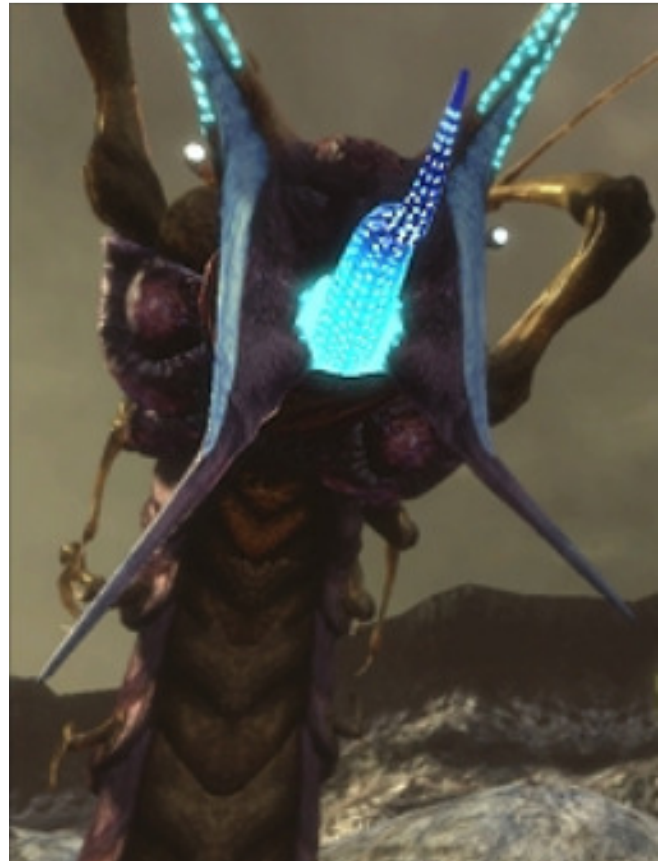
Thresher Maws are subterranean carnivores that spend their entire lives eating or searching for something to eat. They are enormous, violent creatures that burst up from the ground without warning when disturbed.

They reproduce via spores that lie dormant for millennia, yet are robust enough to survive prolonged periods in deep space and atmospheric re-entry. As a result, thresher maw spores appear on many worlds, spread by previous generations of space travelers.

Thresher maws are solitary creatures; two or three at most can be found on a single planet. They live alone in nests spanning large areas underground. They can grow to be in excess of 30 meters tall above the ground, with a body nearly twice that size beneath the surface. The body of an adult thresher maw never entirely leaves the ground; only the head and tentacles erupt from the earth to attack.

Aggressive and highly territorial, thresher maws feed by absorbing huge amounts of solar radiation and survive best on planets, asteroids or moons with little or no atmosphere. They also consume minerals and ores from the ground itself and use an odd form of photosynthesis to combine solar radiation and minerals into energy they can use to fuel their significant mass.

Due to their size, and their burrowing style of movement, thresher maws are immobile above ground, but can move incredibly quickly below. They can take a lot of damage and can be very hard to kill. Their attacks consist of spitting powerful viscous acid that splashes on contact, burrowing up from beneath their prey, and smashing with their claws in close range while emitting infrasound. Due to the nature of their attacks, they completely ignore shields.



## VARREN

Varren are omnivores with a preference for living prey. Originally native to the krogan home world of Tuchanka, they are – like most life from Tuchanka – savage, clannish, and consummate survivors. They are pack hunters when vulnerable prey is readily available and become scavengers when outnumbered or outclassed. Their supreme adaptability, vicious demeanor and rapid breeding cycle have made them ubiquitous and dangerous pests on many worlds. Virtually everywhere the krogan have been, varren infestations have followed, wreaking havoc with the native ecology.

The krogan have had a love-hate relationship with varren for millennia, alternately fighting them for territory and embracing them as treasured companions. To this day, krogan – and some other species, including batarians – raise them as beasts of war. A common subgenus of varren has metallic silver scales, leading to the rather unusual nickname 'fishdogs'.

A sexually transmitted disease known as "scale-itch" is carried only by varren. The implications of the infections are "unpleasant."



## COLLECTORS

The Collectors are an enigmatic race that lives beyond the Omega 4 Relay, a mass relay within the same system as Omega, in the Terminus Systems. They are rarely seen in Terminus itself, let alone Citadel space, and are regarded as a myth by Citadel citizens. Definite sightings of Collectors have been made on Omega every few centuries. They are thought to be highly advanced and are known for their odd trade requests.



The Collectors offer new technologies, often of a startling level of advancement, in return for – for example – two dozen left-handed salarians, sixteen sets of batarian twins, a krogan born of parents from feuding clans, or two dozen "pure" quarians (quarians that have never left the Migrant Fleet due to illness, importance to the fleet, or disability). One of their current interests is in healthy human biotics. No one knows what happens to the individuals concerned after the exchange is completed.

The Collectors usually operate through agents, such as the quarian Golo, to make their deals. It has been speculated that the Collectors make these strange requests because of strange fetishes or gruesome culinary tastes. However, it is more likely that they perform genetic experiments on these subjects.

Regardless of the possible danger, their requests are

often granted by fringe groups because the technology the Collectors offer in return is often extremely valuable, giving any race who receives it an immediate advantage before it becomes adapted to the galactic community.

All known expeditions to investigate the Collectors have failed. No vessel that has ventured beyond the Omega 4 Relay has ever returned. Some speculate that there is a black hole at the relay's counterpart, but this raises the question of how the Collectors can safely use it. Another, rather fantastic, explanation is that on the other side of the relay is a paradise which no citizen of Omega would care to leave due to the crime and suffering of the asteroid. A more likely reason is that the Collectors either detain or destroy any vessels encroaching on their space.

The Collectors are controlled by a single leader who can possess any member of its species at any time, instantly turning them into the most dangerous Collector on the battlefield. When a Collector is possessed by the leader the outer surface of their body appears to crack open, revealing an orange glow that resembles molten rock.

Collectors are insect-like and have fully developed wings that allow them to traverse the battlefield. Their skin is susceptible to modern weaponry, including explosives, incendiary rounds, and cryogenic rounds. Periodically, as explained above, Collectors have been seen to be 'possessed' by an overseer at which point their skin begins to emit a bright light. This is probably due to cybernetic implants throughout their body. At this point they become more resilient and are capable of discharging powerful missiles from their body.

### COLLECTOR SEEKER SWARMS

Capable of causing paralysis and of carrying victims away if numbers are large enough.

### COLLECTOR DRONES

Equipped with Collector assault rifles. Standard troop type.

### COLLECTOR ASSASSINS

Equipped with Collector particle beam rifles and biotic barriers.

### COLLECTOR GUARDIANS

Equipped with Collector assault rifles and biotic barriers. Able to deploy personal anti-ballistic shields and warp ammunition.

### COLLECTOR GENERAL

Leader and conduit for Harbinger (seen in cut-scenes only).

### HARBINGER

A Collector possessed by Harbinger has biotic barriers and armour, equipped with Collector assault rifle and powerful biotic abilities.

### OTHER

Husks, Abominations, Scions and Praetorians are also utilized by the Collectors.

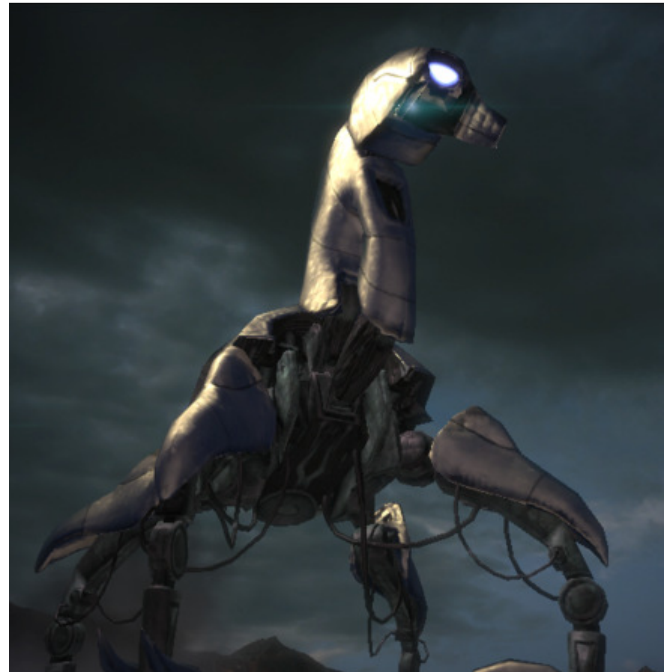
## GETH RELATED

### GETH ARMATURES

The Geth Armature is a mobile anti-vehicle and anti-personnel unit employed in high-risk areas, oftentimes dropped directly from a Geth Dropship. The unit consists of a quadruped "tank" or "walker" and is usually accompanied by Geth Rocket Troopers. Armed with superior firepower and Siege Pulse assault cannon, this geth is easily a match for the armored vehicles of other races. Its main armament is deadly but slow to recharge, but the Geth Armature compensates by knocking down infantry with a smaller secondary weapon, which, while not as powerful as the Mako's, fires more rapidly, making it very dangerous to engage an Armature up close.

Armatures are not vehicles, but sentient, synthetic life forms capable of independent thought and learning, and act of their own accord, without an operator. When inactive, Armatures fold into a compact state, allowing them to be packed into containers, or cram themselves into small spaces. This feature, combined with their armaments, makes Armatures perfect for garrison forces or an ambush.

There is a similar geth called the Geth Colossus, which varies from the armature in terms of armament and size, and is used in areas that need heavier defenses than an Armature can provide.



### GETH COLOSSUS

The Geth Colossus is similar to the Geth Armature, but much larger with more health, stronger armor and better weaponry. They are distinctive from Armatures because their armor is brighter, somewhat platinum-silver in appearance, with ridges on the back. They are equipped with a machine-gun style weapon and a powerful Siege Pulse. They are the largest of the geth ground forces.



### GETH DESTROYER

The Geth Destroyer is a fearsome and deadly enemy, standing eleven feet above the ground. Their armor is dark grey with a yellow stripe down the middle of the chest and grayish details, and a bright blue 'flashlight' eye. The Destroyer carries a pulse rifle (which also apparently has a shotgun function because they can use Carnage), has four to five levels of shielding and is extremely resilient. One or two Destroyers are usually found amongst groups of Geth Troopers.

When attacking, the Destroyer will slowly advance as it fires, occasionally hit you with Carnage, then charge and close for a powerful melee attack.



## **GETH DRONES**



### **GETH RECON DRONES**

Recon drones have fairly weak shields and weaponry, but seem to be resistant to biotics.

### **GETH FLYERS**

Standard geth drones.

### **GETH ASSAULT DRONES**

These are deadly drones similar in appearance to the rocket drones. They have black armor and are armed with a pulse weapon..

### **GETH ROCKET DRONES**

Like the Alliance rocket drones, these are equipped with a rocket launcher.

### **GETH REPAIR DRONES**

Sometimes deployed alongside larger units like Geth Armatures or Geth Juggernauts, repair drones will fix any damage to the larger geth, making any attack a waste of time until the drone is destroyed.

## **GETH DROPSHIP**

A Geth Dropship is a large, insect-like frigate capable of carrying large numbers of geth. They are designed to literally drop geth units from overhead, often dropping Geth Armatures and Geth Colossi mid-flight. Geth Dropships also have a defensive role; they can power energy fields to block key strategic points, by latching onto the side of buildings through the use of three superstrong claws. These claws are nearly impervious to damage by conventional weapons, but have been destroyed in one case by an overly-charged hydraulic door.

The Geth Dropship is almost organic in design, looking like an oversized hornet or wasp without wings. In fact Geth Dropships have a similar design to Sovereign itself. This might be characteristic of synthetic design, or a deliberate homage to their 'god' by the geth.



## **GETH JUGGERNAUTS**

The Geth Juggernaut is recognizable by its red armor, bright red 'flashlight eye' and huge stature. Like the Geth Destroyer it towers above the ground, an intimidating presence on the battlefield. It has resistances to combat talents and biotics.

The Juggernaut carries a pulse rifle and semi-automatic rocket launcher that fires Distortion Rockets (short-range, heavy splash damage). It has four to five levels of shielding and is extremely resilient. They are occasionally accompanied by repair drones.

Like the Geth Destroyer, when attacking, a Geth Juggernaut will push its enemies back until it is close enough to charge them with a powerful melee attack.



## **GETH ROCKET TROOPER**

The Geth Rocket Trooper carries a rocket launcher along with a normal pulse rifle. They have two levels of shielding, and are more resilient than standard geth grunts. This class of geth is specialized to incorporate heavy firepower against groups of enemies. They are usually dispatched alongside Geth Troopers and Geth Shock Troopers. Rocket Troopers are instantly noticeable as they sport dark red armor rather than the standard dark blue and black of a Geth Trooper.

There is an even more deadly variant of the Geth Rocket Trooper, the Geth Juggernaut.

Rocket Troopers only use their rockets for long and mid-range combat, switching to their standard pulse rifle if you reach close-quarters on foot. It only takes one rocket to kill or seriously injure infantry.

They use two different rocket types when at range. At < 100m they resort to the Disruption Rocket that does heavy splash damage. At further range, 100-400m, they use Scram Rockets which do less splash damage but move very fast.



## HUSKS

Husks are synthetic 'zombies' created by the geth. When a human is captured they are placed on impaling devices, huge spikes that Alliance marines have nicknamed 'dragon's teeth'. Over time the body's organs, skin and water content are converted into cybernetic materials; blood is changed to a sickly green fluid, and the body generates an electrical charge.

When the spikes are approached - say, if marines try to recover their dead comrades - the Husks are released and attack. The Husks will charge at their enemies and, once close enough, give off a powerful electrical blast which disables shields and causes massive damage.



# **CERBERUS**

## **BLOOD PACK**

Originally a small Terminus Systems vorcha gang, the Blood Pack was transformed into a legion by visionary krogan battlemaster Ganar Wrang. Exiled for striking a female in anger, Wrang obsessed over reclaiming his lost status.

Leading the vorcha pack as a pirate crew, Wrang cultivated recruits and infamy for a decade before incorporating his fighters as a security company across the Skyllian Verge. His notoriety ensured his initial public offering for investors made him rich beyond most krogan's dreams. Wrang return triumphantly to his clan, rallying elders, krogan hordes, and their firepower and biotic support towards professional violence in the Terminus Systems.

Banned from Citadel space, the Blood Pack bribes its way through spaceports into armed conflicts across the galaxy. Priding themselves for accepting otherwise untouchable contracts, the Blood Pack rejects bodyguarding and security in favor of cases requiring minimal oversight and maximum violence.

Blue Suns is a mostly Krogan mercenary gang with Vorcha.

Omega's Blood Pack is led by Garm (Krogan).

## BLUE SUNS

Founded by notorious batarian slaver Solem Dal'serah, the Blue Suns began as a Skyllian Verge protection racket providing genuine protection from salvers and pirates. Eventually, captured by the Systems Alliance navy, Dal'serah beat almost two dozen charges to be convicted on a single count of conspiracy. The slaver benefited from the tutelage of cellmate and brilliant con artist Bernard "Legits" Ledger. Upon release five years later, Dal'serah incorporated Blue Suns as a legal security agency.

Today, the Blue Suns boast a galaxy-wide force of batarians, turians, humans, and krogan. Each deployment is backed by a logistics corps selling everything from heavy weapons to shaving cream. Depsite claims that Blue Suns sells its captives as slaves, no Blue Suns employee has ever been convicted on such charges.

Many Blue Suns members sport the company logo in tattoo form, removed during assignments and reapplied at mission-end.

Tarak leds the Omega Blue Suns.

## ECLIPSE

Brainchild of asari commando Jona Sederis, Eclipse was incorporated as a “proactive” security company.

Influenced by asari and salarian military doctrine, Eclipse specializes in sabotage, assassination, and personal and organizational security. Although Citadel governments regard the corporation with suspicion, it's embraced in the Skyllian Verge and Terminus Systems.

Early on, Sederis sought government contracts to establish market share against the better-established Blue Suns. Her agency scored a galactic PR coup by retaking several space stations captured by the Anhur People's Liberation Army and neutralizing its leaders, a victory Eclipse's marketing department never ceases trumpeting.

Based on Omega Station, Eclipse controls nearly 20% of the asteroid's real estate. Its services range from mech repair to open warfare, although assassination is reserved for meeting wider, longer-term company goals (for instance, pre-emptive strikes against pirates rather than murdering spouses for insurance money). Despite numerous reports, Eclipse denies sabotaging or kidnapping business rivals.

Omega's Eclipse is lead by Jaroth.

# RACHNI

The rachni are an extinct insect-like species that threatened to defeat and overthrow the Citadel Council roughly two thousand years ago. They are the only sapient arthropods known to exist in the galaxy (the keepers not being known to be sapient).

Intelligent but highly aggressive, the space faring rachni were driven to expand and defend their territory. They were eventually defeated and completely eradicated by the krogan, who had been groomed by the salarians to effectively do the Council's dirty work during the Rachni Wars. The accidental discovery of the rachni led to the Citadel races to curb their rapid expansion, in fear of being plunged into another galactic war.



## RACHNI WORKERS

are tiny green rachni (similar to aphids) which usually act as a first wave for Rachni Soldiers. Acting in swarms, they rush up to the squad and explode in suicide attacks, causing heavy toxic damage which ignores shields



## RACHNI SOLDIERS

are slower, but much larger creatures than Rachni Workers, with thin tentacles ending in little pods. These tentacles are used to impale enemies - the rachni can use weapons but prefer to use these tentacles to impale their victims. They can also spit acid, causing heavy toxic damage. Rachni soldiers are cunning and like to ambush their enemies. They are most at home in vents and tunnels.

## RACHNI BROOD WARRIORS

are rachni who are much larger and stronger than normal Rachni Soldiers. They are the 'elder males' of the hive that usually mate with the queen. It is said that they only attack when the hive is particularly strained for warriors. The Brood Warrior has abilities comparable to a standard Rachni Soldier, although its attacks inflict

more damage. It is also unique among rachni in that it possesses some biotic ability; it will occasionally place a squad member in Stasis and appears to use a form of Barrier.

### **RACHNI QUEEN**

is the largest and most intelligent of the species.

# THORIAN

The Thorian, also called Species 37, is an ancient sentient plant at least fifty thousand years old - its ability to hibernate for thousands of years makes its real age impossible to guess. The Thorian is a unique creature with mind-controlling and telepathic abilities, and a massive sensory network. It releases spores into the air that allow the Thorian to control those who inhale them, using pain to control their behavior. These 'thralls' then tend the Thorian and obey its will. The Thorian also produces creatures called Thorian Creepers. The Thorian can even 'absorb' sentient creatures, creating clones of them which can speak for the Thorian when necessary.

The Thorian is essentially "a weave of tendrils" that covers much of the surface of Feros with some sensory tendrils kilometers long, though in places they are gathered into nerve bundles or neural nodes. Though it is intelligent, the Thorian only regards other sentient beings as potential thralls. It describes itself as "The Old Growth."





## THORIAN CREEPERS

Creepers are produced by the Thorian, appearing as corpse-like humans with long claws and no noticeable eyes.

Creepers hibernate (sitting down and curling up) until approached, then rise up at the Thorian's command to use melee attacks or vomit green acid onto their enemies, causing massive toxic damage that ignores shields. They are mostly found down in the Thorian's lair, though a few come above ground at Zhu's Hope to protect the freighter.

