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(If you notice any problems/concerns or this document straight up goes missing, please tag me in the Wallflower spoilers chat on Pilot.net)

Welcome Wallflower GM! So you’re GMing Act 1 and want to continue into Act 2-3 seamlessly. Act 2-3 is known for it's sudden and somewhat jarring shift into introducing new enemies and factions with little lead up. Here are some hints and tweaks you can scatter about for players to find. Remember you do not need to use all or any of these if they do not fit your story.

Tweak:

If HUC NPCs are pressed about the cities over on the other continent, higher ranking ones (Terror, Illyr, etc) will say they have been hostile and unfriendly during all attempts at contact. Since we (the HUC) are dealing with the Horde atm, it was best not to kick another hornet nest and left them alone.

They should not seem to be hiding information.

Hint:

During the visit to Cassander in the computers players can find a list of Overland/Kingwatcher’s ‘children’ with Beggar-One and Mendicant-Two’s statuses listed as Active. Heirophant-Three, Wonder-Four and OK should be listed as Unknown Status.

Hint:

While exploring the Cassander, hacking the computers or getting into the systems draws the attention of Vagabond Red, one of Mendicant’s Lieutenants. He should cordially chat with the PCs about their fighting and how he’s ‘waiting for a chance to take a shot at them.’

If the PCs guess he is under Beggar-One’s control, he should be offended and call B1 weak and ineffective, and he only serves a true leader. If you want to get spicy Vagabond can even say he serves a god.

Hint:

(To be used after the party learns about the other cities, preferably only given if asked about and not freely offered up.)

During dialog with Endeavour, they mention that they have spoken with another of their kind that is far away. They cannot tell the PCs what it is they speak of, as it is private, but do not worry, they (as in Endeavour) are perfectly safe and this other one means them no harm.

Tweak:

Rather than having to choose between Terror and Dthall’s missions when on Beat 16 of the Hivehome path, do both! St. Tellus making their early appearance here is critical to foreshadowing the dangers of Mendicant-Two, the Bicam in general, and the existence of Egregorians not under control of Endeavour.

Bonus: Have Vagabond Red taunt the PCs over coms for coming to this place and rally their own troops with a speech about their living god St. Tellus and how they cannot fail. The St. Tellus troops should be eager to prove their worth and respond to the rally with gusto.

Cynosure Tweak #1:

Use Cynosure as written, but if the players decide to engage and ask questions of Cynosure, have it act with vague and mysterious words that Wonder-Four might give about their siblings and father. The idea is that Cynosure is a fragment of or persudospy for Wonder-Four, keeping an eye on Beggar-One and now the players.

Here is a story from SuSSSSSSssssss#3306 that you can use as a example for how Wonder-Four hints and teases at the existence of their other siblings

Knocking on death's door, a sick man was visited by his children. To them he said:

"My children, what do you bring that could cure me?"

The first, the Prodigal, replied: "Sir, to your pride I bring my honor"

The second, the Exalted, then stepped forward: "Father, to your happiness I bring my glory!”

The third, the Softspoken said where they stood: "To your calm I bring you peace."

After they all left, the last remained, they walked slowly towards their father and then spoke: "To end your suffering, I bring you this knife.”

Cynosure Tweak #2:

If players do not talk with Cynosure, then a different way you can have Cynosure hint at the other OK children is by giving the cynosure infected person dreams/nightmares. These should be full of symbolism and veiled references to the future.

Things like:

* still waters on a reflective lake and five floating figures above it (OK and their four children)
* A snake eating the sun (Mendicant's desire to wipe out life on Hercynia, hinting that the figure of Apep may be behind his 'godhood')
* Strange huge white pillars rising up out of a featureless white plain with no apparent rhyme or reason (The trek into the Dead Zone)
* A city that sparkles in the sun, grand and majestic as dark waters swirl about at its feet. The air feels thick with fear and oppression. (Hierophant-Three and Bem Honore. A grand city under the thumb of M2)
* A grand figure wreathed in roses, a halo of 10 strange black triangles, hovering over the PC while faceless figures bow in awe and fear (Mendicant and his apparent godhood, referring to the opening of Act 2 where he stalls 10 bombers midair as a show of power and St. Tellus, the people that worship him)

Hint (from: )

If the PCs are not a wing of Albatross this hint can be used sometime between Mission 1 and 2 or perhaps found later in the computers of the Governor's Farm by a PC hacking into them because Patience didn't trust them with the message earlier.

They say that while they would normally jump in as always, Hercynia is in a place where their ancient star maps forbid them to go, and they told Landmark/SSC about it. Which leaves everyone who knows even a bit about the Albatross startled.

*To the people of Evergreen*

*We, the Albatross of MK Mashreq, cannot aid you in your time of need. For that, we offer our deepest regrets and condolences.*

*For Hercynia is marked forbidden in our star charts that go millennia into the past, even before it could be discovered. While the reason for that is lost to our archives, we shall not question its validity.*

*We made this concern known before to your overseers, but were met with disinterest and condescension. It is cruel that you have to bear the burden of their decision now.*

*We pray and hope that Union arrives in time, for we can not. May the storm pass over you.*

*Commander of MK Mashreq, Faena Fassal*

Meant to give a little hint that something is shady with the planet, that Patience isn't in the know, and at least somewhat foreshadows the climax of Act 3.

Hint:

Have older Bicam mechs integrated into B1s army. They should still be worn down and unpiloted, but the paint scheme is obviously different, the mechs a touch different and a bit newer (though not by much) than the SecCom relics Beggar-One uses.