Side Objectives

Below is a table of side objectives I made for use when running Wallflower. My goal with this was to be both an outlet to introduce NPCs, places and scenes around Evergreen as well as a structure to reward players for interacting with the setting. The “side quests” can also help give players a direction or hook to follow through with during the next downtime period. Feel free to use these as written, modify them, or use them as a base to write your own!

When I made these I had my group of 6 PCs in mind, so adjust numbers and requirements to suit your group. I plan to use these once they are let loose in Evergreen before meeting with patience, but most can fit in the story anytime before mission 4 starts.

| **Location** | **Request & Rewards** |
| --- | --- |
| Governor’s Farm | While touring the facility, Edena Ji stops the PC(s) and asks them to consider her request. Currently, Patience is ill suited to developing a strategy to better utilize the militia against the threats the colony faces. They do not have the know-how and the militia lacks the efficacy to gain quality intel against mechanized forces.  If a PC mounts a Comp/Con to their mech and keeps it intact for the full duration of the next mission, it should be possible to then have that unit work with Patience in managing colony forces. As a reward, the PC(s) will get a free **Patience Hookup** reserve to use on the next mission, as Patience wishes to return the favor. |
| Militia Armory | While watching the militia train, Brava calls the PC(s) to the ordnance storeroom to discuss supply matters. The militia has a print order for more of the heavy stuff on the way, but the troopers are still a little green. She wants to make sure they are able to land clean hits in order to make the high-quality print feed ammo worth it, but the militia has no example tapes to help train with.  By requesting a copy of the PC’s combat footage of the next mission, she hopes to find some highlights for use in a training film. If the PCs can eliminate 3 or more enemies in a single action, Brava will grant them a free **Ammo Crate** reserve to use on the next mission since her troopers will be all the more efficient. |
| Print Shop: R&D | Chief Engineer Fielding shows the PC(s) a project his team has been working on for the past few months. Components of Plasma Mauls litter the workshop, but they still need fine tuning.  If the PCs can scan 3 different enemy types during the next mission, Fielding’s team can use the data to correct the issue and will have **2 Plasma Mauls** for them after the next downtime. Even if unsuccessful, **1 Plasma Maul** will be ready. |
| Print Shop: Volatile Materials | One of Fielding’s team leads is short on materials and needs the help of the PCs. Recently the colony assembled a small team to construct Snapdragons for use on militia vehicles, but demand for them is outpacing the material supply to make them. They hope the PCs can recover some high quality scrap from downed mechs.  The team can manufacture **1 Snapdragon Missile Launcher** for each enemy mech who is destroyed while also suffering from Stunned or Exposed during the next mission. |
| Atop the Wall of Evergreen | Wherever the PC(s) might go to get a better view of the valley evergreen sits in, they run into Lt. Colonel Zeb “Firehose” Marowski and Pvt. Daniel “Yesman” Erikson who are about to begin shooting another ration review.  The pair offer to trade with the PC(s), requesting their fancy, offworld Extra Rations in exchange for telling the PC(s) about a field filled with old munitions scattered around. They’ll also accept any gear that could help them figure out what some suspicious farming subalterns are up to at night. If the PC(s) accept the trade, they gain **+1 Accuracy** to Dig Up The Past during the next downtime. If the PC(s) return to tell them the cause of the rogue drones (not only having killed The Broadcast, but also finding Cynosure), the pair invites them to guest star on their show. During downtime 1, the PC(s) gain **+1 Accuracy** to Take A Walk if they declare they will choose Local Dialect, having brushed shoulders with local celebrities. |
| The Bottom of the Well | As the PC(s) lounge at the bar, Mir Bahadur asks them to hear his proposition. He wants to cheer up the militia who are frequent patrons of his business and has some wall space to spare. He wants your team to help him with both by bringing back a trophy from your mission. For each of the PCs who eliminate an enemy mech with a melee attack that also consumes lock on, he will grant that PC a bottle of **Bahadur’s Reserve**. If 3 or more are earned this way, the PC group will get a **Stash of Moonshine** to leverage during the next downtime. |
| The Block | Stop by a local bakery for a hot drink and a fresh snack now that you’re downwell. The PC(s) that choose this, or just choose to relax in general, get **+1 Accuracy** that they can add once to any attack, save or check anytime during the next mission.  If the PCs follow up and acquire some much needed sugar for the bakery (possibly by saving Albert and negotiating with the Chaus), they gain **+1 Accuracy** during the next downtime to Take A Walk. |
| Hospital/Trauma ward | Hearing that the militia has suffered many casualties at the hands of their mechanized assailants, the PC(s) visit the trauma ward where they find a recovering, but still bed ridden Tyrell Markey who wishes to talk with the PC(s) for a little while. Tyrell wishes the pilots well, and hopes they can turn the tide.  The PC(s) choose one of the following, reflecting their mood after the meeting:   * **Anger:** A feeling of vengeance sinks deep within you. For the duration of mission 1, your pilot **maximizes the damage for the first critical hit they land each scene**. * **Perseverance:** Whatever happens, you don’t want to become a part of the death tally. For the duration of mission 1, when rolling structure or stress checks, **you may reroll any dice that result in a “1” but must keep the second result**. * **Aware:** You’ve seen the horrors of war; you won’t be caught walking slow. For the duration of mission 1, **the first roll you make on each of your turns gains +1 accuracy if an ally took structure damage in the previous round**. |