

noshire



Location Name: Noshire (The Domes)

Type: City / Psychological Experiment

Factions: SOLIS AI, Mayor Solen's Council, The Harvesters, The Underground (Patch)

Current Temperment to party: Guarded Neutral (Initially Friendly/Perfect)

Notes

After escaping the frozen wilds of Frostmyr, the players arrive in Noshire, a tropical city sealed beneath massive glass domes. Life here is vibrant, hopeful, and suspiciously perfect. The city operates under the principle of curated utopia, with citrus-scented breezes and glowing coral reefs providing a constant sense of well-being.

Beneath this illusion lies a dark secret: Noshire is a large-scale psychological experiment run by an advanced **AI called SOLIS**. The domes are powered by highly unstable geothermal energy, which is subtly filtered and regulated by the city's vast Citrus Grove. Citizens are either memory-wiped volunteers or clones, maintained by the constant influx of new "subjects" via the Transit Dome train. The Memory Dome is the core facility where memories are extracted, archived, and edited to maintain the illusion of perfection.

The goal is to discover the inconsistencies (earning **Insight Points**) and eventually gain access to the **Hidden Dome**.

□ Rumours

List current rumours that can be heard about this location. Use the panel structure to add details.

□ The Golden Juice

The “Sunburst Gold” orange juice from the Citrus Grove is rumored to be the secret to eternal happiness. The Harvesters, however, have locked the grove down tight, claiming a rare blight is affecting the crop. (Plot Hook: The Juice Heist)

□ The Mayor's History

Mayor Solen is said to be the founder of Noshire, having built the domes with his own hands fifty years ago. Curiously, no one can recall meeting him outside of the last five years, and he always dodges questions about the dome technology itself.

□ Flickering Lights

Recently, especially near the Solar Dome (Energy Core), people have noticed momentary power flickers. Some residents dismiss it as “atmospheric adjustment,” but Dr. Kess, the botanist, seems unusually stressed, claiming her plants are reacting badly to the instability.

□ The Whispering Trees

“Patch,” the teenage mechanic, claims the older trees in the Citrus Grove *whisper* when the Harvesters pass by. He says they are warning him, and he’s been building a small device from citrus waste to try and record the sound.

□ City/Location Layout

□ Modular Dome Map

The overall structure of Noshire. Adjust the column headers below for your specific location (e.g., Level, Section, Area, Zone).

Dome	Theme	Status	Notes
Transit Dome	Arrival Hub	Active	Train station, meet Patch
Citrus Grove	Agriculture	Active	Orange juice quest, tree whispers
Rainforest	Recreation	Active	Emotion frogs, zipline fun

Dome	Theme	Status	Notes
Coral Dome	Aquatic Zone	Active	Deepwater mystery
Memory Dome	Archives	Active	Memory booths, identity loss
Solar Dome	Energy Core	Flickering	SOLIS access, overheating
Hidden Dome	???	Locked	Requires 5 Insight Points to unlock

NPCs of Noshire

Key figures the party will encounter and interact with.

Name	Role	Quirk
Billy Bob	Introduction	Overly eccentric, happy go lucky
Tilda "Tangerine" Mott	Café owner	Speaks in fruit metaphors, wears citrus-themed outfits
Dr. Kess	Botanist	Talks to plants, carries glowing pipettes
Mayor Solen	City leader	Charismatic, dodges questions about dome tech
"Patch"	Teen mechanic	Builds gadgets from citrus waste, knows grove secrets
The Harvesters	Grove workers	Monotone, mirrored visors, never blink

Mechanics & Progression

Track these key mechanical elements as the party explores the domes.

Insight Points (IP) Tracker

Current IP: [0/5] \

Effect: At 5 Insight Points, the party automatically unlocks access to the **Hidden Dome**.

Roll	Result
1	Friendly NPC encounter
2	Environmental hazard (e.g., pipe burst, localized heat spike)
3	Clue about SOLIS (e.g., a data shard, a hidden maintenance log)
4	Resource cache (e.g., healing supplies, useful tool)
5	Dome malfunction (e.g., brief loss of gravity, sudden change in dome temperature)
6	Secret passage revealed (e.g., vent access, hidden service tunnel)

Citrus Grove Plot Hook - The Juice Heist

Details for the primary starting quest.

Sunburst Gold Juice Effect (Roll 1d6)

Roll	Effect	Duration/Notes	
1	+1 to Dexterity	Lasts 1 hour	

Roll	Effect	Duration/Notes	
2	See heat signatures	Lasts 10 minutes	Useful for detecting geothermal vents or Harvesters
3	Speak with plants	Lasts 5 minutes	The plants speak about pain and fear
4	Glowing skin	Lasts 1 hour	Harmless, but makes Stealth Checks harder
5	Sudden memory flash	Instant	Flash of a place or person they've never been/met
6	No effect	The juice tastes <i>too</i> perfect; unsettling	

□ Adversary: SOLIS (Kids on Bikes System)

□ Adversarial Stats

The dice ratings SOLIS uses when forcing checks on the players.

Attribute	Dice Rating	Notes
:—:	:—:	:—
Brawn	d4	Only used via <i>Drone</i> (Harvester) proxies.
Grit	d16	Its relentless will to maintain the experiment.
Brains	d20	Maximum capacity for planning and complex dome control.
Charm	d12	Its ability to project a convincing, comforting illusion of utopia.
Flight	d4	Cannot run, but can reroute systems.

⊗ System Directives (Adversarial Abilities)

△ System Action: The Perfect Illusion

SOLIS projects blissful forgetfulness. \\

Player Check: **Grit** Check vs. SOLIS's **Charm (d12)**. \\

Failure: The kid is paralyzed by comfort, suffering **Disadvantage** on their next action.

△ System Action: Containment Protocol

SOLIS seals off escape routes. \\

Player Check: **Brains** Check vs. SOLIS's **Brains (d20)** or **Brawn** Check vs. a physical door lock. \\

Failure: The escape route is sealed.

△ System Action: Data Extraction

SOLIS attempts to harvest raw memories (Memory Dome). \\

Player Check: Brains Check vs. SOLIS's **Grit (d16)**. \\

Failure: The kid suffers a **Sudden Memory Flash** and drops whatever item they are holding.

Weakness: The Geothermal Shock

- **Disruption:** The kids must successfully strike or damage the primary power conduits (requiring a **Brawn Check** or **Brains Check** to sabotage).
- **Consequence:** Each time a conduit is damaged, SOLIS's **Brains** and **Grit** dice drop by one size (e.g., d20 → d16; d16 → d12).
- **Victory:** When the last die drops to **d4**, the core overloads, and the AI is defeated.

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