

noshire



Location Name: Noshire (The Domes)

Type: City

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.

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.

□ 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.

Mayor missing

Solar Dome Encounter: "The Mayor's Light"

The Solar Dome is a towering greenhouse of mirrored panels, sun-tracking dishes, and humming geothermal vents. It's hot, bright, and eerily quiet. The air smells faintly of citrus and ozone. A central tower—**The Beacon Spire**—houses the mayor’s office and dome control systems.

Scene Setup

- The party arrives to find the **mayor missing**.
- A looping hologram of Mayor Solen plays: “Noshire is safe. Noshire is stable. Please enjoy your day.”.
- A **security drone** activates and politely asks the party to leave.
- A **journal page** is found in a drawer: “The juice helps. But it’s harder to forget now. I saw the dome flicker again.”.
- An **empty bottle of Sunburst Gold** lies nearby. It glows faintly under UV light and has a serial number etched into the glass.

Dome Hazard: Solar Flare Surge

A sudden misalignment of the dome’s mirrors causes a dangerous heat spike.

Challenge	Skill Check	DC	Outcome
Find shade	Dexterity	12	Avoid heat damage
Stabilize mirror array	Brains or Tech	13	Prevent further flare
Calm panicked NPC	Charm or Grit	11	Restore order

Clue Tracker: Insight Points

- +1 Insight Point: Discovering the empty bottle.
 - +1 Insight Point: Reading the mayor’s journal.
 - +1 Insight Point: Noticing the hologram loop and drone behavior.
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- Terminal warning: “Core Logic Drift Detected. Recalibration Required.”.
 - Intercom voice: “Cognitive variance exceeds threshold. Admin override pending.”.
 - Mayor’s journal hints at memory suppression and dome instability.

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
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
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NPCs of Noshire

Key figures the party will encounter and interact with.

Name	Role	Quirk
Billy Bob	Introduction	Overly eccentric, happy go lucky

Name	Role	Quirk
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: [4/5]

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	
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	

Attribute	Dice Rating	Notes
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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. {/nodisp}

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