

# TRICERA STATION

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Your players could be **undercover agents**, sent to covertly reclaim the corporate secrets that lie beneath the surface of the station. They could be **criminal mercenaries**, infiltrating or attacking the station to loot its impressive tech, or they could be **violent revolutionaries** waging a war on the corporation that destroyed their homeworld.

## CITYSCAPE

*Offices, hotels, bars and clubs*

**Vibe:** Oppressive, stale and desperate to seem hip. Filled with neon ads and glitzy facades. Transport works by underground Mag-train.

**NPCs:** Business People selling and buying, always busy and on the move. Jonas Draco is holding a fundraiser party.

**Hazards:** Security drones patrol at random, snipers rest on select rooftops, alarms send all areas into lockdown.

**Ask:** «What shady business deals do you witness?»

## PRIVATE SCYSCRAPER

*Mayling's lavish private sanctum*

**Vibe:** walled in, quiet, filled with art galleries and luxurious rooms

**NPCs:** Silent guards, drunk corporate higher-ups, Mayling dueling prisoners in a personal arena.

**Hazards:** Watchposts, rotating guards, cameras

**Ask:** «What art and antiques do you see on display? What leisurely activity room do you find?»

## TRICERA HQ

*Central structure functioning as a nanobot hive*

**Vibe:** Sealed, controlled, dark, confusing layout, not built for humanoids

**NPCs:** Laoshu, The mad overseer of Tricera

**Hazards:** Nanobot swarms and structures, the entire pyramid can launch as a ship, unstable energy core

**Ask:** «What are the nanobots doing, and what do they look like?»

## LABS

*A maze of high-tech laboratories*

**Vibe:** Clean, sterile, metallic and polished

**NPCs:** Scientists, Drek

**Hazards:** Chemicals or gasses can be pumped into most rooms (scientists are expendable), lasers sweep to «clean» hallways

**Ask:** «What kind of lab do you find?»

## LANDING STATION

*Landing pads of private ships, a huge hangar and a satellite dish*

**Vibe:** busy, controlled, check-in systems, long lines

**NPCs:** Armored security staff lead by Twilk + travelers and visitors

**Hazards:** freight drones, checkpoints with detectors, various ships

**Ask:** «What gets you through security?»

## BIO-DOME

*Flora and fauna under a massive dome of energy*

**Vibe:** colorful, blooming, confined and controlled

**NPCs:** scientists, genetically modified animals and plants

**Hazards:** malfunctioning cages, giant specimen, wild animal predators

**Ask:** «What creatures do you see? How are they treated and contained?»

## MECHANICS DEPARTMENT

*A system of internal tunnels and power grids fuel the entire HQ, they are all maintained from this area.*

**Vibe:** Mechanical, undermaintained, narrow and dark.

**NPCs:** Maintenance drones, shells of the «father» A.I.

**Hazards:** Broken pipes/wires, missile silos, extreme temperatures, crushing machinery

**Ask:** «What signs of disrepair do you see in the tunnels?»

## Jonas Draco:

Undercover agent posing as a businessman



## ORBIT-KILL:

Aerial android weapons platform



## Myling Cera:

Rich, spoiled and evil daughter of the CEO.



## Carl Twilk:

Brutal ex-criminal warlord hired as security.



## Drek:

Alien scientist given free reign of the labs.



## Father:

The old AI being outperformed by the nanobots.



## The Specimen:

A massive plant-like being.



## Laoshu Cera:

Mad CEO, controlled by nanobots

