

REDELF BEYOND • SPELLEDAR MANUAL

PROTOCOL GRAY ZONE

Crisis on Station K-14 — A political & investigative sci-fi adventure

QUICK OVERVIEW FOR THE GAME MANAGER (SL)

This document is a complete, ready-to-play adventure module structured so that the Game Master (GM) or a solo player can easily navigate the station layers, drive the investigation flow, manage the crisis clock, and game-lead tactical conflicts without the need for external AI support. The module can be played both traditionally with GM and as a solo adventure via the Solo Oracle.

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1. Background, Premise & The Station's Layers

Station K-14 (locally known as **Kölsvinet**) was originally built around a disused mine shaft on a bound asteroid in the Outer Frontier Zone. Formally, the station is controlled by the powerful Vanguard Astra consortium, led by Administrator Douglas Miller. On paper, K-14 is a free-trade station for miners, scrap dealers, and independent crews. In practice, the station is a tightly segregated class society where access to clean air, pressure safety, and basic resources is governed by capital and corporate loyalty.

1.1 The Conspiracy: Protocol Gray Zone

Vanguard Astra has made a secret deal with an outside military conglomerate to convert K-14 into an automated military logistics hub. To accomplish the conversion, the lower levels must be emptied of population. With tens of thousands of undocumented workers and families living in the Sinkhole without official contracts, the consortium has classified the population as “economically unattached population and logistical deadweight.” Instead of a costly evacuation, Miller has activated **Protocol Gray Zone**: an engineered technical failure by tampering with pressure regulators, oxygen valves, and cooling coils in sectors 11–14. The disaster is to be officially recorded as a tragic accident caused by aging infrastructure.

1.2 The three layers of the station

Level & Area	Population & Environment	Mechanical & Fictional Effect
The height (Levels 1–3)	Administration, corporate elite, diplomats. Clean air filters, climate control and constant security monitoring.	EASY (-2 SV) on Eloquence towards company executives. DIFFICULT (+2 SV) to move unnoticed without a valid passport.

Pretzel (Levels 4–8)	Docking halls, bars, markets, freight offices and workshops. The commercial hub of the station.	Standard SV on all skills. Perfect place for information, trade and mission contacts.
The lowering (Levels 9–14)	Undocumented workers, scrap dealers, smugglers and criminal gangs. Dark, damp, failing air filters.	EASY (-2 SV) to hide/sneak. DIFFICULT (+2 SV) with medical care. Pressure loops are at risk of failure.

2. Factions & NPCs

Three main factions are fighting for control of Station K-14. For the Gamemaster, it is crucial to understand their underlying Drives, Resources, and Attitudes towards the characters.

Faction & Leader	Goals & Driving Force	Resources	Attitude towards RP
Vanguard Astra (Douglas Miller)	Implement Protocol Grayzone, erase Tora's evidence, and secure the deal without scandal.	Corporate strengths, money, station network, lock control.	Useful but expendable resources.
The station guard (Inspector Rask)	Maintain order, prevent chaos, and capture Tora alive.	Security guards, detention cells, surveillance, heavy weapons.	Suspicious but professional. Can be convinced with evidence.
The League of the Sinking (Mama Zhou)	Protect the population of the Sink and drive out the Vanguard.	Local knowledge, smuggling routes, armed thugs, traps.	Suspicious of outsiders. Respect requires action.

2.1 Tora Lind – The Deserter

Formerly an operational specialist with Vanguard Special Security, Tora discovered the Protocol Grayzone order, copied the data chip to her neural interface, and defected to the Sink.

Appearance & Personality: Shaved hair on the sides, clear scar across one cheek, worn mechanic's overalls over military ceramic vest. Cynical, hypervigilant and severely insomniac. Relies only on action.

Secret & Drive: The data chip is directly integrated into her nervous system. If Tora is killed without proper surgical removal, the data is permanently encrypted. Driven by guilt to prevent the massacre.

PLAYER: TORA LIND

Attributes: STY +1, SMI +3, UTH +2, INT +2, VIL +3, KAR 0

Defense & Durability: VP 14 | KP 12 | Armor/AP: 3 (Ballistic Ceramic Vest)

Core Skills: Ranged Weapons Rank 3 (Carbine +2), Stealth Rank 3, Hacking Rank 2 (System

Infiltration +1), Intuition Rank 2, Resistance Rank 2, Medical Technology Rank 1.

Equipment: Vanguard Mag-Carbine v4 (Damage 1T10+3 kinetic, Volley mode), Shock grenades ×2 (4m radius, Stun/EMP), Neural data chip (Biometrically locked).

2.2 Inspector Rask – The principled police officer

Head of the regular security forces at K-14. Tired eyes, strict uniform, constantly chewing nicotine replacement.

Formal and methodical. Considers himself responsible for the station's people – not for Vanguard Astra's profit margins.

GAME VALUE: INSPECTOR RASK

Attributes: STY +3, SMI +1, UTH +3, INT +1, VIL +2, KAR +2

Defense & Durability: VP 10 | KP 15 | Armor/AP: 4 (Reinforced Order Armor with Visor)

Core Skills: Melee Rank 3 (Shock Weapons +1), Ranged Weapons Rank 2 (Heavy Pistols +1), Intuition Rank 3, Leadership Rank 2, Eloquence Rank 2, Resistance Rank 2.

Equipment: Rask Custom – Heavy Kinetic Revolver (Damage 1T12+2, Armor-Piercing), Baton (Shock, 1D6+STY), Command Badge (Access Level 1–8).

2.3 “Mama” Zhou – The Broker of the Sinking

Unofficial leader of Level 12. Elderly woman in a mechanical exoskeleton chair made of industrial components.

Smokes synthetic herbs from a metal pipe. Pragmatic, humorous and merciless towards traitors.

GAME HOST: MAMA ZHOU

Attributes: STY 0 (Exoskeleton provides physiological lifting force), SMI 0, UTH +1, INT +3, VIL +3, KAR +3

Defense & Durability: VP 6 | KP 10 | Armor/AP: 1

Core Skills: Eloquence Rank 3, Intuition Rank 3, Commerce Rank 3, Engineering Rank 2, Electronics Rank 2, History & Culture Rank 2.

Protection & Escort: Surrounded by 2–4 League members (Kinetic Pistols 1D6, Scrap Shields -1 damage, Short Range Radio).

2.4 Vanguard Remediation Operators (Mook/Elite)

Vanguard's secret security force in branded pressure suits without identifying symbols. Used when trouble must disappear without a trace.

GAME VALUE: REMEDIATION OPERATORS (PER UNIT)

Attributes: STY +2, SMI +2, UTH +2, INT 0, VIL +1, KAR 0
Defense & Durability: VP 8 | KP 10 | Armor/AP: 3 (Heavy Battle Suit)
Core Skills: Ranged Weapon Rank 2, Melee Rank 1, Acrobatics Rank 2, Resistance Rank 2, Stealth Rank 1.
Equipment: Standard Vanguard Carbine (Damage 1T10+1, Autofire), Thermal Cutting Torch (Forces doors/bulkheads).

3. Clues, Crisis & Evidence

The scenario is based on the principle that critical information never depends on a single skill type. All key points have at least two alternative paths forward.

3.1 The Crisis Bell (6 Segments)

When the characters arrive at K-14, the SL Crisis Clock starts. The clock advances during long pauses, catastrophic failures, or when the group takes extensive detours.

Segment	Visible Sign & Event in The fiction	Possible Action for the Group
Segment 1	New ID checks are being built at the locks towards the Lowering.	Secure fake IDs or find ventilation tunnels.
Segment 2	The lighting in the Lowering area is reduced to red emergency mode.	Arrange local power supply and flashlights.
Segment 3	The League of the Sinking mobilizes. Gunshots are heard on Level 10.	Coordinate protection, avoid combat patrols.
Segment 4	The station's open data network is closed. External communication is blocked.	Using ship radio or physical couriers.
Segment 5	The oxygen content in	Open emergency air supply and

	the residential areas on Level 11–14 starts to fall.	begin evacuation.
Segment 6	Protocol Gray zone activated! Decompression begins at Levels 11–14.	Manual emergency shutdown in Pressure Center Delta or massive rescue.

3.2 Evidence Overview & Verification

Evidence	What it Proves in Fiction Independent Verification (Source)	
Tora's order copy	That Grey Zone is a planned corporate massacre.	Order reference in the company's maintenance archive.
Changed printing instructions	That the accident has been prepared technically in the ventilators.	Local controllers at Level 11–14.
Redirected protection resources	That the corporate elite has been prepared with protective equipment.	Freight lists at docking hall 9B.
Miller's digital signature	That the station management personally approved the plan	Access log on the control bridge.
Oren Vale's testimony	That staff who protested have been imprisoned/silenced.	Original error report in the operational archive.

4. The Adventure's Acts & Scenes

4.1 Act 1: Arrival & The Contract

The characters dock at Kringlan (Level 5). *Read aloud to the players:*
“The docking clamps close around the hull with three heavy blows. On the other side of the lock, an advertising screen awaits with a blue planet and the words: VANGUARD ASTRA – SPACE FOR THE FUTURE. Under the screen, a worker sits and tries to seal a cracked respirator mask with glue. He looks up: 'First time at Kölsvinet? Buy air before you buy anything else.'”

Meeting with Elian Voss: Vanguard's intermediary meets the group in a conference room above the dolls. He offers 20,000 credits and free fuel to find Tora Lind, secure her data chip, and isolate her (he claims she is carrying a dangerous pathogen). Suspensions are raised by the mission's lack of a medical liaison.

The Rusty Valve Bar (Level 6): Run by Nima Sayegh (former printing technician). She confirms that Tora purchased sterile pads and replacement filters suitable for older grow facilities, and paid with military ration coupons.

4.2 Act 2: The Barrier of Subsidence & The Meeting with Mama Zhou

To reach Level 13, the group must pass the League of the Sinking. Mama Zhou demands a favor in return for reveal Tora's hiding place. The group has three options:

- **Option A – Free the three couriers:** Jori, Senn and Lio are being held in a detention center. They are aware of seized shipments and manipulation of printing centers. Can be solved via infiltration, bribery or negotiation with the guard.
- **Option B – Repair the Water Treatment (Sublevel 11):** The pressure pump is about to break down. Requires Engineering/Electronics (SV 13) and spare parts. Investigation shows that the reserve pump was deliberately turned off.
- **Option C – Bypass Zhou (Digital Tracking):** Track manipulated power consumption and heat signatures via the station's maintenance system (Hacking/Computer Engineering SV 15). Pointed directly at the Hydroponics Plant on Level 13.

4.3 Act 3: The Drowned Hydroponic Plant & the Double Confrontation

Tora is hiding in a partially flooded farm on Level 13. Faint green light from bioluminescent algae. At the entrance is a hidden shock trap (Sensor Strike SV 13 to detect).

The Meeting & Dialogue:

Tora stands on an inspection platform with her Mag-Carbine pointed at the entrance. If the RP shows that they helped the Sink or presents evidence of Vanguard's lies, she shows the order logs for Protocol Gray zone. Less than two hours left!

The three-party confrontation:

Inspector Rask arrives with station guards to arrest Tora. At the same time, a Vanguard Cleanup Force storms through the ventilation culverts with orders for 'no witnesses'. RP finds himself in the crossfire! RP is able to convince Rask by showing him the logs (Veltality SV 13) so that he turns his back on them. weapons against the cleanup operators.

5. Climax, Solutions & Campaign Consequences

When Miller realizes that the operation is about to be exposed, he initiates decompression prematurely. The group must act quickly at a key location on the station.

5.1 The three main roads

Path 1 – The Digital Shock (Communication Spire): Tora's data chip connects to the transmitter network and broadcasts the evidence to all docked ships, relay stations, and residents. Vanguard loses control.

K-14 becomes independent, but RP becomes wanted by Vanguard (Enemy Status -3) and gains Hero Status (+3) in the Sinking.

Path 2 – The Mechanical Emergency Brake (Pressure Center Delta): The ventilation system's safety interlocks are blocked manually (Engineering/Electronics SV 15). The descent is saved silently.

Miller remains, but RP gets a life-threatening Hold on Douglas Miller (Resource).

Path 3 – The Cynical Choice (Complete the Contract): Tora is neutralized, the chip is returned to Miller.

RP gets 20,000 credits and free refueling (Vanguard Contracted +2). Tens of thousands of people die when Protocol Grayzone is implemented. RP gets General Contempt (-2) in the border space.

5.2 The Fourth Ending: The Station Revolt

If the RP manages to reunite Rask, Mama Zhou, and Tora, the Station Guard will lock down the Height while the League takes control of maintenance. Miller is isolated and K-14 is declared a free, independent station. However, this sets up a future conflict as the Vanguard will return with military fleets!

5.3 Campaign Consequences (Summary Table)

Final result	Immediate Effect	Long-term Campaign consequence
The truth is broadcast	Vanguard loses control of K-14.	Vanguard as main enemy (-3). Freeport in the Sinking (+3).
The valves are secretly stopped. The sinking is saved, Miller is sitting left.		RP has a permanent hold on Miller for resources/ID.
The group helps Vanguard	Tora is silenced, 20,000 kr is paid out.	Vanguard Contracted (+2). General contempt (-2) in the border area.
The Station Revolt	K-14 is declared independent and free.	The station becomes a permanent base, but is threatened by future corporate fleets.

6. Playwriting Tips & Dramatic Tools

- **Make Miller Credible:** Miller doesn't see himself as a mass murderer. In his eyes, he's saving the station financially:

"You see people. I see a system that's going to collapse and kill everyone within five years."

- **Makes Rask Unsure:** Rask wants concrete technical logs before he turns his weapons against the company.

- **Linkage to the Chain Motor:** Drives, Bands and Limits

is activated strongly during the crisis. A character with the 'Never Kill Civilians' restriction faces his ultimate test when Miller's bounty is placed on the table.

ADAPTATION FOR SOLO AND COACHLESS PLAY

If the scenario is played without a Game Master, the Universal Solo Oracle is used for all binary questions and reactions.

1. Use the Yes/No matrix to determine guard vigilance and environmental traps.
2. Use the 2T20 Word Association Matrix to randomize clues at terminals.
3. Run Solo AI for the Sanitation Operators and Station Guard in combat scenes according to their clear priorities.
4. Apply Desperate Retreat if the RP is in danger of being overwhelmed in the Hydroponics Plant.