

PLAYER COMPANION - SESSION 1

The King's Test

A Beginner-Friendly Traveller Teaching Campaign

PLAYER USE

You have answered the summons and reached Drinax. The Floating Palace is beautiful enough to be a myth and worn enough to be real. The court wants to know whether you are useful, and a missing sealed case gives the crew its first chance to act before anyone fully explains the offer.

Field	Player Brief Detail
Campaign	Book One: The Drinax Training Arc
Session	1 - The King's Test
Target Play Time	Three Hours
Your Focus	Arrive at Drinax, make a first impression, use basic checks, and decide how the crew acts under court pressure.
Rules Focus	2D checks, difficulty, Effect, simple social and investigation play.
Spoiler Status	This document contains no Referee secrets.
PLAYER NOTE	
This companion helps you play the session without revealing hidden motives, hidden NPCs, clue solutions, or consequence branches.	

2. Where We Are Now

Session 0 created the crew, agreed on tone, and established why each Traveller would answer a discreet summons connected to Drinax. Session 1 begins when that summons becomes real.

Current Item	Player-Facing Status
Current Location	Drinax, at or near the Floating Palace.
What Likely Happened Before	The crew agreed on roles, tone, and personal reasons to answer the summons.
What You Are Dealing With Now	A royal court is observing you before anyone fully promises a ship, money, authority, or trust.
What Is Unresolved	Why Drinax chose you, what the court wants, and what kind of crew the court will see.
Known Ship Status	No ship is in your hands yet. Ship matters are not the focus of this session.
Known Reputation Status	Untested. Your first impression starts now.

3. What Your Character Knows

Known Facts

- You have been invited to Drinax under discreet circumstances.
- The court has not yet promised you a ship, money, or authority.
- You are being observed from the moment you arrive.
- King Oleb values daring. Princess Rao values discipline.
- A sealed diplomatic case has gone missing from a guest chamber.
- Solving a problem quietly may matter more than solving it loudly.

Rumors

- The king rewards courage before wisdom.
- The princess remembers careless words.
- Some people at court may not welcome outsiders.
- A ship may wait below court, but not every crew deserves it.

Open Questions

Player Checklist	Player Checklist
■ What does Drinax really want from us?	■ What does the missing case mean?
■ Who at court can be trusted?	■ Do we investigate quietly or openly?
■ Should we act before being asked?	■ What do we want Drinax to think of us?
■ Who should speak for the crew?	■ What line will we not cross in a royal court?

4. Player Learning Objectives

Learning Area	What You Should Understand
Rules	How a basic 2D Traveller check works and why Effect matters.
Gameplay	How to use social choices, questions, observation, and investigation before combat.
Story	Drinax is proud, fragile, watchful, and testing the crew.
Crew	How the group handles pressure when watched by powerful patrons.
Reputation	Your method matters. The court notices how you solve problems, not just whether you succeed.

5. Rules You Will Use This Session

Rule or Concept	Plain-English Explanation	What Players Do	Common Mistake to Avoid
Basic 2D Task Check	When your action is uncertain and failure matters, roll 2D plus useful modifiers.	Tell the Referee what you are trying to do. A social or investigative action may call for a check.	Do not roll before explaining your approach.

Rule or Concept	Plain-English Explanation	What Players Do	Common Mistake to Avoid
Difficulty	Most checks have a target number. The Referee tells you if a check is easy, ordinary, or hard.	You may be asked to make a basic social, observation, or investigation check.	Do not assume every task has the same risk.
Effect	Effect shows how strong the success or failure is.	A strong success may create a better impression or an extra useful detail.	Do not treat all successes as identical.
Opposed Check	Sometimes another person actively resists your attempt.	This may happen during deception, persuasion, or reading another person.	Do not turn every conversation into a contest.
Fail Forward	A failed check usually changes the situation instead of ending play.	Failure may mean delay, suspicion, cost, confusion, or a harder choice.	Do not freeze if a roll fails. Keep acting.

6. Gameplay Reminders

- Ask questions before rolling.
- Say what you are trying to accomplish.
- Watch how NPCs react to your method.
- Social pressure can matter as much as physical danger.
- Combat is not the focus of this session.
- Quiet action may be more useful than dramatic action.
- Talk as a crew before escalating.
- Track names, promises, and suspicions.
- A failed check usually creates a complication, not a dead stop.

7. Crew Roles This Session

Role	Useful This Session?	How It May Help
Captain / Mission Lead	Yes	Speaks for the crew and frames decisions under court pressure.
Face / Diplomat	Yes	Handles introductions, persuasion, and court conversation.
Investigator	Yes	Reads people, watches behavior, and follows public clues.
Pilot	Minimal	Not ship-focused this session.
Engineer	Minimal	May notice patched systems or technical decay in the palace.
Medic	Possible	May read stress, injury, fear, or pressure.
Broker	Possible	Useful when dealing with a trade envoy or court interests.
Security	Yes	Watches exits, escalation, and threats without making the crew look dangerous.

8. Current Objectives and Quest Status

Objective	Status	What We Know	Player Notes
Answer the Drinax summons	Completed	The crew has arrived at Drinax.	
Make a strong first impression	Active	The court is watching from the start.	
Learn why Drinax summoned us	Active	The offer is not fully explained.	
Understand Oleb and Rao	Active	Oleb values daring. Rao values discipline.	
Respond to the missing sealed case	Active	A visiting envoy's case has vanished.	
Avoid embarrassing Drinax	Active	Solving the problem quietly may matter.	
Define crew style under pressure	Active	The first problem will show what kind of crew you are.	

9. Story Reference: What We Learned

This is a pre-session reference. Fill in the blank areas during or after play.

Before This Session	Reminder
Session 0	You created the crew, roles, motivations, and campaign expectations.
Drinax	An old and diminished royal power has drawn your attention.
The crew	Not yet proven. Your first impression starts now.
The next step	Handle the court and the missing case without revealing more weakness than skill.

After This Session: Fill In

Question	Player Notes
What did the court learn about us?	
What did we learn about Oleb and Rao?	
What did we promise or imply?	
Who seems useful, dangerous, or suspicious?	
What should we ask next session?	

10. NPC and Faction Reference

Name or Faction	Known Role	Current Attitude	Notes
King Oleb	King of Drinax	Interested	Bold, loud, and eager to see daring.
Princess Rao	Royal strategist	Cautious	Intelligent, disciplined, and difficult to impress.
Varris Sen	Court functionary	Professional	Responsible for order and access.
Lysa Dorne	Visiting trade envoy	Upset	Her sealed case has gone missing.
Drinax Court	Faction	Testing the crew	The court is watching what you do and how you do it.

11. Rules Clarifications, Table Rulings, and Errata Notes

Topic	Player-Facing Clarification
Official Errata	No official errata are included in this player brief.
When do we roll?	Roll when the outcome is uncertain and failure would matter.
What does Effect mean?	Effect measures how strong the success or failure is.
Can I use a different skill?	Yes, if your approach makes sense and the Referee agrees.
What if we fail?	The story usually continues, but with cost, delay, suspicion, or complication.
Can we fight?	Violence is possible, but this session is built around social pressure and investigation.
What should we track?	Names, impressions, promises, suspicions, favors, and how the court reacts.

12. Player Notes and Questions

Use this space during Session 1. These notes will make Session 2 easier.

Prompt	Notes
Who do we trust?	
Who seems dangerous?	
What did we promise?	
What did we learn?	
What changed?	

Prompt	Notes
What do we need to ask next?	
What does my character want now?	
What should the crew track?	
What rules confused us?	
What should we remember next session?	
NEXT SESSION REMINDER	
After this session, record how the court reacted, what problems remain open, and whether the crew earned enough trust to be shown the next step.	