

PLAYER COMPANION - SESSION 8

The Aslan Question

A Beginner-Friendly Traveller Teaching Campaign

PLAYER USE

After prizes and gunfire, the crew meets a power that is not impressed by bluster alone. An Aslan envoy raises a question of territory, honor, and claim. What you say, offer, refuse, or mock may echo beyond this meeting.

Field	Player Brief Detail
Campaign	Book One: The Drinax Training Arc
Session	8 - The Aslan Question
Target Play Time	Three Hours
Your Focus	Answer a formal claim, prepare for protocol, choose tone, offer proof or compensation, and avoid turning diplomacy into disaster.
Rules Focus	Faction reaction, cultural protocol, formal apology, gift or tribute, challenge, proof, and long-term consequences.
Spoiler Status	This document contains no Referee secrets.

PLAYER NOTE

This companion helps you handle Aslan diplomacy without revealing hidden motives, secret evidence, consequence branches, or Referee-only complications.

2. Where We Are Now

The crew has taken prizes, survived ship danger, and made enough noise for other powers to notice. Now an Aslan representative has contacted the Harrier with a formal claim connected to something the crew recently did or carried. This is not a normal port dispute. It is a test of respect, judgment, and long-term reputation.

Current Item	Player-Facing Status
Current Location	Aboard the Harrier or near a neutral meeting site after recent combat or prize activity.
What Happened Before	The crew survived ship danger and created a reputation that may now be spreading.
What You Are Dealing With Now	An Aslan claim involving cargo, territory, passage, kin, honor, or reputation.
What Is Unresolved	What exactly is being claimed, who benefits from tension, and what respectful settlement is possible.
Known Ship Status	Prior damage, logs, cargo, passengers, or prize records may matter.
Known Reputation Status	Drinax, merchants, pirates, and now Aslan interests may judge the crew by method and tone.

3. What Your Character Knows

Known Facts

- An Aslan representative wants an answer under formal conditions.
- The claim is connected to something the crew recently did or carried.
- The meeting can be handled with respect, proof, apology, gift, challenge, or refusal.
- A third party may benefit if talks fail.
- Drinax needs the crew to survive diplomacy as well as combat.

Rumors

- The Aslan do not forget who claims territory carelessly.
- A gift given well can end a fight before it starts.
- Someone may want Drinax and the Aslan angry at each other.
- Rao fears insults more than laser fire.

Open Questions

Player Checklist	Player Checklist
■ What exactly is the claim?	■ What will Rao think of our method?
■ Who speaks for the crew?	■ Where should the meeting occur?
■ What can we offer without looking weak?	■ What do our records prove?
■ Who benefits if we offend them?	■ What line should we not cross?

4. Player Learning Objectives

Learning Area	What You Should Understand
Rules	How faction reaction, cultural protocol, apology, gift, challenge, proof, and long-term consequence tracking work in play.
Gameplay	Respect, preparation, and careful speech can be more powerful than weapons.
Story	The Trojan Reach contains old powers with memory, pride, territory, and leverage.
Crew	Captain, diplomat, investigator, broker, security, and scholar roles all matter during diplomacy.
Campaign Tracking	Aslan Attention, claim, meeting tone, gifts, proof, debts, warnings, and open questions should be recorded.

5. Rules You Will Use This Session

Rule or Concept	Plain-English Explanation	What Players Do	Common Mistake to Avoid
Faction Reaction	Major groups remember patterns.	Track whether the crew seems respectful, useful, reckless, or dangerous.	Do not treat factions like one-use NPCs.

Rule or Concept	Plain-English Explanation	What Players Do	Common Mistake to Avoid
Cultural Protocol	Different customs change the meaning of actions.	Research greetings, gifts, direct speech, posture, and meeting terms.	Do not assume your normal manners mean the same thing.
Formal Apology	Apology can be strategic and honorable.	Admit error, offer respect, or repair harm without surrendering every advantage.	Do not treat apology as automatic defeat.
Gift or Tribute	Material value can carry social meaning.	Offer cargo, information, repair aid, service, or symbolic proof.	Do not reduce gifts to shopping.
Challenge or Duel	Conflict can be formalized instead of becoming chaos.	A contained challenge may satisfy honor or prove restraint.	Do not force a duel when diplomacy still works.
Third-Party Provocation	Someone may benefit from conflict.	Watch for inconsistent claims, bad advice, suspicious records, or planted tension.	Do not assume the obvious dispute is the whole truth.

6. Gameplay Reminders

- Ask questions before answering the claim.
- Choose a spokesperson, but let other roles prepare proof, gifts, and security.
- Respect is not weakness. It may create leverage.
- Do not joke about honor, territory, kin, or ownership unless you understand the room.
- A gift, apology, or proof may cost less than a battle.
- If you deny the claim, be clear and respectful.
- If you suspect provocation, look for who benefits.
- Record what was promised, offered, refused, or misunderstood.

7. Crew Roles This Session

Role	Useful This Session?	How It May Help
Captain / Mission Lead	Yes	Sets tone and accepts, rejects, or delays terms.
Face / Diplomat	Yes	Handles greeting, apology, negotiation, and careful wording.
Investigator	Yes	Looks for provocation, inconsistent claims, altered logs, or hidden pressure.
Broker	Yes	Values gifts, cargo, compensation, or trade meaning.
Security	Yes	Keeps the meeting safe without threatening or escalating.
Scholar or Scout	Yes	Researches Aslan protocol, route context, and territorial claims.
Engineer	Possible	Uses ship logs, damage reports, or repair offers as evidence or compensation.
Medic	Possible	May address injury, kinship, or humanitarian consequences.
Pilot	Minimal	Keeps escape, meeting location, and ship posture in mind.

8. Current Objectives and Quest Status

Objective	Status	What We Know	Player Notes
Answer the Aslan formal message	Active	The envoy demands an answer, not surrender.	
Understand the claim	Active	The issue may involve cargo, territory, passage, kin, honor, or reputation.	
Prepare protocol and proof	Active	Research, logs, gifts, spokesperson, and meeting site can reduce risk.	
Keep the meeting from escalating	Active	Respectful caution can preserve options.	
Identify who benefits from conflict	Active	A third party may want Drinax and the Aslan at odds.	
Record Aslan Attention	Pending	The outcome should change how Aslan interests view the crew.	

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 6	The first prize taught that authority, method, prisoners, and witnesses matter.
Session 7	Ship combat taught that survival, damage, and transmissions create new pressure.
Current pressure	A major culture and faction now questions the crew.
Next lesson	Session 9 will turn diplomacy into alliance-building and world-level influence.

After This Session: Fill In

Question	Player Notes
What was the claim?	
How did we answer?	
What did we offer, refuse, or prove?	
Who seemed to benefit from conflict?	
What is our Aslan Attention status now?	

10. NPC and Faction Reference

Name or Faction	Known Role	Current Attitude	Notes
Aslan Envoy	Formal representative	Controlled and proud	Wants respect, answer, and useful settlement.
Interpreter or Advisor	Protocol guide	Precise and observant	May clarify phrasing, etiquette, or cultural meaning.
Young Warrior	Honor-focused observer	Tense	May care about courage, restraint, and insult.
Princess Rao via Message	Drinax patron	Measured	Wants the crew to avoid war and gain leverage.
Jalen Mor	Crew advisor	Wary	Warns that space remembers insults.
Unknown Third Party	Possible beneficiary	Hidden or unclear	May benefit if talks fail or evidence is twisted.

11. Rules Clarifications, Table Rulings, and Errata Notes

Topic	Player-Facing Clarification
Official Errata	No official errata are included in this player brief.
Is this a combat session?	No. Conflict is diplomatic, cultural, symbolic, and reputational unless the crew escalates.
Does respect mean surrender?	No. Respect can strengthen a denial, apology, bargain, or counterclaim.
Can we ask about protocol?	Yes. Honest questions and preparation should help.
What is a formal challenge?	A contained way to address honor without uncontrolled violence. It is optional and risky.
Can a gift be useful?	Yes. Gifts, proof, compensation, service, or information may settle tension.
What should we track?	Aslan claim, meeting tone, gifts, apologies, proof, challenge, promises, debts, warnings, and Aslan Attention.

12. Player Notes and Questions

Use this space during Session 8. These notes will matter when the crew starts building influence beyond Drinax.

Prompt	Notes
Who do we trust in this meeting?	
Who seems dangerous?	
What did we promise or offer?	

Prompt	Notes
What did we learn about Aslan expectations?	
What changed in our reputation?	
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	
Session 9 is expected to use the results of this meeting to begin alliance-building. Leave this session knowing the Aslan claim, settlement terms, debts, warnings, and whether the crew seems respectful, useful, foolish, or dangerous.	