

PLAYER COMPANION - SESSION 9

The World That Could Join

A Beginner-Friendly Traveller Teaching Campaign

PLAYER USE

Drinax does not rise by raiding alone. A small world on the edge of decision needs help, and the crew must prove it can solve local problems without becoming another threat in the sky.

Field	Player Brief Detail
Campaign	Book One: The Drinax Training Arc
Session	9 - The World That Could Join
Target Play Time	Three Hours
Your Focus	Handle a patron mission, read local factions, solve a practical crisis, and earn useful influence without looking like conquerors.
Rules Focus	Patron missions, local faction maps, alliance status, non-credit rewards, public consequence, and failing forward.
Spoiler Status	This document contains no Referee secrets.

PLAYER NOTE

This companion helps you approach Arinaal Station and its local crisis without revealing hidden culprits, consequence branches, or Referee-only complications.

2. Where We Are Now

The crew has dealt with prizes, ship danger, and Aslan pressure. Now Drinax asks for something more constructive: help a small independent world and make Drinax look useful instead of predatory. This is the first explicit alliance-building session.

Current Item	Player-Facing Status
Current Location	Aboard the Harrier, heading toward or arriving at Arinaal Station.
What Happened Before	The crew handled faction pressure and learned that reputation can open or close doors.
What You Are Dealing With Now	A useful world facing fuel shortage, port disruption, intimidation, or local mistrust.
What Is Unresolved	Which local group to trust first, how public Drinax should be, and what reward matters most.
Known Ship Status	Fuel, repairs, cargo space, and ship credibility may affect how the crew helps.
Known Reputation Status	The world may judge Drinax by what the crew does here.

3. What Your Character Knows

Known Facts

- Arinaal Station sits on a useful route and has avoided firm commitment.
- A fuel shortage, port disruption, or intimidation problem is straining local trust.
- Local leaders disagree about whether Drinax is an opportunity or a danger.
- Useful rewards may include fuel rights, repair access, informants, market contacts, or safe berth.
- How you help will matter as much as whether you help.

Rumors

- The missing fuel was never offloaded.
- The port warden may be hiding something, or someone may want you to think so.
- The traders may support whoever keeps ships moving.
- Someone may want Drinax blamed before Drinax even acts.
- A quiet favor here could open three routes later.

Open Questions

Player Checklist	Player Checklist
■ Who benefits from the crisis?	■ What line will we not cross?
■ Who should we talk to first?	■ Who is afraid?
■ What reward helps the campaign later?	■ Who has real authority?
■ How public should Drinax be?	■ What would make the world trust us?

4. Player Learning Objectives

Learning Area	What You Should Understand
Rules	How patron missions, local faction maps, alliance status, non-credit rewards, and public consequence work in play.
Gameplay	A world is not a quest board. It has factions, fears, shortages, and memories.
Story	Drinax needs allies, safe ports, informants, fuel favors, market access, and legitimacy.
Crew	Diplomat, broker, investigator, engineer, security, medic, and captain can all change the outcome.
Campaign Tracking	World status, faction helped or offended, reward or favor, port rights, local rival, and Drinax reputation should be recorded.

5. Rules You Will Use This Session

Rule or Concept	Plain-English Explanation	What Players Do	Common Mistake to Avoid
Patron Mission Structure	A job can have local costs and hidden motives.	Ask what Rao wants, what the world wants, and what success looks like.	Do not treat the patron as the only source of truth.

Rule or Concept	Plain-English Explanation	What Players Do	Common Mistake to Avoid
Local Faction Map	Worlds contain groups with different interests.	Identify officials, workers, traders, militia, civilians, and who they fear.	Do not assume the loudest voice has real authority.
Alliance Status	Political results need simple tracking.	Record the world as friendly, cautious, indebted, offended, wary, or divided.	Do not assume one good deed creates full alliance.
Non-Credit Rewards	Useful rewards are often access and favors.	Ask for fuel rights, repair berth, safe port, informant, or market contact.	Do not take credits if access is better.
Public Consequence	Reputation spreads through witnesses.	Choose whether to help publicly, quietly, through officials, or through locals.	Do not hide all consequences from the crew ledger.
Failing Forward	Failure changes politics rather than ending play.	A problem can leave debt, suspicion, rival influence, or a second chance.	Do not treat a messy session as campaign failure.

6. Gameplay Reminders

- Ask who is afraid, who benefits, and what would make the world trust you.
- Talk to more than one local voice before choosing a side.
- Do not assume official authority and practical influence are the same thing.
- Think about rewards beyond money: fuel, repairs, port access, contacts, and goodwill.
- A public solution builds reputation, but public failure can embarrass Drinax.
- A quiet solution may earn stronger local trust.
- Protect civilians if violence starts. Harm to locals can ruin alliance status.
- Record who you helped, who you angered, and what the world owes or fears.

7. Crew Roles This Session

Role	Useful This Session?	How It May Help
Captain / Mission Lead	Yes	Frames the crew as helpers, privateers, agents, or independent problem-solvers.
Face / Diplomat	Yes	Handles council, port authority, public promises, and alliance terms.
Investigator	Yes	Compares stories, reads local fear, and follows evidence.
Broker	Yes	Values non-credit rewards, trade access, fuel rights, and market contacts.
Engineer	Yes	Can address fuel, pumps, repairs, comms, or technical crisis.
Medic	Yes	Makes civilian stakes visible and earns trust through practical aid.
Security	Yes	Protects people and crew without turning the world against Drinax.
Pilot	Possible	Handles arrival, ship posture, escape, or escort route.
Scout or Scholar	Possible	Reads local map, world profile, and route significance.

8. Current Objectives and Quest Status

Objective	Status	What We Know	Player Notes
Accept Rao's patron mission	Active	Drinax wants useful influence, not conquest.	
Understand Arinaal's crisis	Active	Fuel shortage, port disruption, or intimidation is straining trust.	
Map local factions	Active	Council, port, traders, militia, clinic, workers, and civilians may want different things.	
Choose how to help	Active	Investigation, repair, negotiation, protection, trade leverage, or public promise may work.	
Negotiate a useful reward	Pending	Fuel rights, repair access, informants, safe berth, or market access may matter.	
Record alliance status	Pending	The world may become friendly, cautious, indebted, wary, offended, or divided.	

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 7	The crew learned ship combat is costly, public, and team-based.
Session 8	The crew learned that faction reaction and cultural respect matter.
Current pressure	Drinax must earn influence through useful action, not raiding alone.
Next lesson	Session 10 will use the new lead, favor, warning, or trap to pivot toward the larger sandbox.

After This Session: Fill In

Question	Player Notes
Who did we help first?	
Who did we anger or disappoint?	
What reward or access did we gain?	
What is Arinaal's alliance status?	
What lead points toward Session 10?	

10. NPC and Faction Reference

Name or Faction	Known Role	Current Attitude	Notes
Councilor Elain Vosk	Local authority	Careful	Wants safety without surrendering independence.
Port Warden Halren Bex	Starport official	Practical	Wants order restored and port records respected.
Free Traders	Merchant bloc	Pragmatic	Want predictable routes and protection from disruption.
Local Militia	Security force	Impatient	Wants action before morale breaks.
Clinic and Civilians	Local victims	Strained	Need power, supplies, safety, and stability.
Drinax	Potential patron	Under judgment	Will be judged by the crew's method, not only the result.

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 conquest?	No. The crew is trying to become useful enough that locals want them back.
Can a favor beat cash?	Yes. Fuel rights, safe berth, repair access, informants, and market contacts can shape the campaign.
Do all locals agree?	No. A world contains factions with different fears and incentives.
Can we solve this by force?	Maybe briefly, but violence can damage alliance status if locals feel threatened.
What if we help the wrong group?	The story continues, but another faction may mistrust you or gain leverage.
What should we track?	Alliance status, local factions, rewards, favors, port rights, rivals, debts, Drinax Trust, and open leads.

12. Player Notes and Questions

Use this space during Session 9. These notes will matter when the campaign pivots toward the larger Drinax sandbox.

Prompt	Notes
Who do we trust on Arinaal?	

Prompt	Notes
Who seems dangerous or desperate?	
What did we promise?	
What did we learn about the crisis?	
What changed because of us?	
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 10 is expected to begin from a new lead, favor, warning, or trap. Leave this session knowing Arinaal's status, your reward or debt, who trusts you, who fears you, and what the next opportunity points toward.	