

SESSION 6

The First Prize

A Beginner-Friendly Traveller Teaching Campaign

REFEREE USE

Drinax finally asks the crew to do more than carry cargo. A target vessel crosses space under questionable papers, and the Travellers must decide how privateers speak, threaten, board, bargain, and take payment without becoming useless criminals in the eyes of every port that matters.

Field	Briefing Detail
Campaign	Book One: The Drinax Training Arc
Session Type	Adventure Session
Target Play Time	Three Hours
Audience	New Traveller players and a new Referee
Rules Goal	Teach target selection, interception, hails, surrender, prize-taking, and moral consequences
Campaign Goal	Prepare the crew to understand privateering as law, theater, threat, and politics

DESIGN NOTE

This is an original teaching session document for personal table use. It is designed to be compatible with the tone and campaign frame of Traveller and The Pirates of Drinax, but it does not reproduce or replace official rulebooks or published adventures.

2. Session Snapshot

Item	Session 6 Detail
Session Number	6
Session Title	The First Prize
Target Play Time	Three hours
Primary Teaching Focus	Target research, interception, hailing, surrender terms, prize-taking, prisoners, cargo claims, and privateering consequences.
Primary Story Focus	Drinax gives the crew its first authorized target. The target can be taken, spared, exposed, or turned into leverage.
Main Traveller Mechanics	Sensor identification, social pressure, opposed deception, surrender negotiation, cargo valuation, prisoner treatment, and consequence tracking.
Main Drinax Concept	A Letter of Marque is permission with limits. Drinax needs results, but careless piracy can damage the cause.
Expected Session End-State	The crew conducts its first privateering encounter and records prize, mercy, scandal, or reputation consequences.
Recommended Prep Time	Sixty to ninety minutes. Prepare target facts, visible cargo, one moral complication, and surrender choices.
Difficulty for New Referee	Moderate. The rules are manageable, but the moral and political choices need careful presentation.

CONTINUITY FROM PRIOR SESSION

Session 5 should have left the ship carrying cargo, passengers, a broker lead, or financial pressure. Before play, check credits, cargo status, passenger concerns, broker reaction, legal exposure, and ship readiness. If the crew accepted questionable work, the target may be connected to it. If the crew stayed clean, Drinax presents privateering as the next necessary step.

3. Referee Overview

This session introduces privateering and piracy as structured choices rather than consequence-free raiding. The Travellers receive an authorized target from Drinax, but the target is not a faceless loot container. It has crew, papers, cargo, possible passengers, and a story.

The central question is not whether the crew can threaten a weaker ship. The central question is how they use authority, what they claim, what they spare, what story they tell afterward, and whether their actions help or harm Drinax.

Avoid full starship combat unless the players force it. This session teaches the privateering sequence: identify, approach, hail, pressure, inspect, negotiate, claim, and record consequences. Session 7 will teach starship combat in a more direct way.

REFeree NOTE

Treat the first prize as a legal, moral, and reputational test. The players should feel the thrill of power and the weight of being watched by future ports, merchants, and Drinax.

4. Teaching Goals

Player Learning Goals

- Understand the practical difference between piracy, privateering, seizure, ransom, escort, and inspection.
- Learn that a hail can be a weapon before any shot is fired.
- Practice using sensors, records, deception, negotiation, and intimidation in ship encounters.
- See that prize-taking creates prisoners, paperwork, reputation, and future enemies.
- Decide what kind of privateers the crew wants to become.

Referee Learning Goals

- Run a ship encounter without defaulting to combat.
- Give every ship role something useful to do before weapons fire.
- Use surrender and morale logically.

- Present cargo and prisoner choices clearly.
- Track reputation changes across multiple factions.

Campaign Learning Goals

- Introduce the Letter of Marque as permission with political limits.
- Show that merchants, ports, and Drinax will judge the crew by methods.
- Prepare the campaign for pirate rivals and richer prizes.
- Make the first prize a seed for future rumors, contacts, or retaliation.

5. Rules Introduced This Session

Rule or Concept	Why It Matters	How It Appears in Play	Teach Detail	Beginner Mistake to Avoid
Target Research	A prize begins before contact.	The crew checks registry, route, cargo rumor, escorts, and legal claims.	Teach as prep checks.	Do not hand them the perfect answer.
Interception	The crew must get into position without turning the scene into full combat.	Pilot, Astrogation, and Sensors support the approach.	Use broad range and timing.	Do not make this a math exercise.
Hail and Declaration	Privateering is theater and law as much as threat.	The crew chooses how openly to declare authority.	Teach message, tone, and stakes.	Do not skip the conversation.
Surrender Terms	Most ships prefer survival over glory.	The target may stop, stall, bluff, flee, or bargain.	Use morale and leverage.	Do not make every target fight to death.
Prize Claim	Taking cargo means deciding what is legal, useful, and worth the risk.	The crew selects cargo, ransom, papers, or information.	Use simple categories.	Do not bury the table in accounting.
Prisoner Treatment	People remember how raiders treat them.	The crew decides mercy, ransom, release, medical help, or intimidation.	Track reputation.	Do not treat crew as faceless loot.

6. Rules Intentionally Avoided

Rules or Subsystem	Why It Is Delayed
Full Starship Combat	Session 7 focuses on ship combat. This session is about threat, leverage, and surrender.
Boarding Combat	Boarding adds tactical and personal combat load. Use only if the crew chooses it.
Detailed Prize Court Procedure	Use simplified legality and reputation. Formal proceedings can appear later.
Full Cargo Sale Accounting	Record value and risk, not exact market simulation.
Fleet or Escort Tactics	The first prize should be readable and manageable.
Deep Faction Politics	Hint at larger reactions, but keep focus on crew choices.

7. What the Players Should Learn

Players should learn that privateering is not just attacking a ship. It is a sequence of claims, pressure, decisions, and consequences. A crew can win the encounter and still lose reputation, allies, legal cover, or moral confidence.

- Authority changes how a threat sounds, but it does not erase consequences.
- The target crew are people who may surrender, lie, panic, bargain, or remember mercy.
- A clean prize may be worth less money but more future trust.
- A ruthless prize may pay now and poison later opportunities.
- The official story matters almost as much as what really happened.

8. What the Referee Should Practice

- Let research reveal useful but incomplete information.
- Move spotlight across captain, pilot, sensors, broker, engineer, gunner, and security.
- Use ship conversation before ship weapons.
- Make surrender possible without making the target foolish.
- Offer multiple claims: cargo, papers, ransom, escort, information, or release.
- Record who hears the story and who may tell another version.
- End with a prize result that points to the first real ship fight.

REFEREE NOTE

The best outcome is not necessarily the most profitable one. Let players feel that privateering rewards nerve, judgment, discipline, and image management.

9. Three-Hour Session Timeline

Time	Segment	Purpose	Referee Notes
0:00 to 0:15	Opening recap	Review money pressure, cargo, passengers, and Drinax authority.	Connect to Session 5 choices.
0:15 to 0:45	Target Briefing	Present the Letter of Marque frame and the target profile.	Keep law simple and practical.
0:45 to 1:30	Research and Approach	Let the crew plan route, cover story, and intercept method.	Give every station a role.
1:30 to 2:15	The Hail and Surrender	Run the conversation, bluff, stall, and pressure.	Avoid combat unless chosen.
2:15 to 2:45	Prize Decision	Resolve cargo, papers, prisoners, ransom, or release.	Update ledger and reputation.
2:45 to 3:00	Debrief and Hook	Show who may react and point toward Session 7.	End with a new enemy or rumor.

10. Required Materials

Checklist	Checklist
☐ Character sheets	☐ Target vessel profile card
☐ Ship record sheet	☐ Prize decision worksheet
☐ Campaign ledger	☐ Cargo and prisoner ledger
☐ Sector or subsector map	☐ Letter of Marque summary
☐ World or route notes	☐ NPC cards for target crew
☐ Session handout	☐ Scratch paper or index cards
☐ Dice	☐ Optional target registry sheet
☐ Basic task check reference	☐ Optional reputation tracker

For this session, the target vessel does not need a full tactical stat block unless the players force combat. Prepare enough to know its registry, crew posture, cargo, distress options, and surrender threshold.

11. Opening Situation

READ OR PARAPHRASE

Rao summons the crew to a private briefing, not a court spectacle. A ship is moving along a route Drinax claims it has the right to police. Its papers may be clean enough for a lazy port and dirty enough for a careful one. The cargo has value. The crew has authority, or at least enough authority to test whether anyone believes it. Rao does not ask whether you can destroy the target. She asks whether you can take a prize without making Drinax look like a bandit kingdom.

12. Key NPCs

Name	Role	First Impression	Wants	Knows	Helps	Complicates	Skills
Princess Rao	Political Patron	Controlled, precise, and visibly serious.	A useful first prize without scandal.	The target is politically safer than it appears, but not harmless.	Provides authority, target data, and constraints.	May judge harshly if the crew acts like common pirates.	Admin, Advocate, Diplomat, Persuade
King Oleb	Royal Patron	Delighted by the idea of bold action.	A story worth telling.	A prize can become propaganda.	Can reward daring and public confidence.	May encourage theatrical risk.	Carouse, Leadership, Persuade
Captain Saren Holt	Target Captain	Professional, tired, stubborn.	Protect crew, ship, and employer.	The papers are not as clean as they claim.	Can surrender, bargain, or reveal employer pressure.	May stall for time or transmit a partial warning.	Pilot, Persuade, Deception, Broker
Vexa Myr	Target Purser	Nervous, precise, protective of records.	Keep the books from ruining her.	Manifest irregularities point to a hidden patron.	Can identify cargo value and paper trail.	May destroy or hide records if panicked.	Admin, Broker, Investigate
Talen Crow	Young Deckhand	Scared but observant.	Survive and avoid punishment.	Saw cargo loaded late.	Can humanize the target crew.	May become a witness against the Travellers.	Persuade, Medic, Steward
Merev Sol	Broker Contact	Still smiling, still measuring profit.	Learn if the crew can take serious work.	Knows who might buy or trace cargo.	Can help estimate prize value.	May gossip about the crew method.	Broker, Streetwise, Deception

13. Key Locations

Location	Description	First Notice	Useful Details	Complications	Relevant Checks	Campaign Connection
Rao Briefing Room	Private planning chamber aboard Drinax or via secured transmission.	No ceremony, only maps and constraints.	Frames authority and target.	Oleb may push for glory.	Admin, Advocate, Diplomat.	Defines privateering limits.
Harrier Bridge	Command space for intercept and hail.	Stations alive and crew waiting.	Gives every role a job.	Unclear command flow may show.	Pilot, Sensors, Leadership.	Turns ship roles into action.
Sensor and Comms Station	Where the target becomes a known contact.	Signal data, registry fragments, and static.	Supports identification and bluff detection.	False papers complicate certainty.	Electronics, Recon, Comms.	Prepares starship combat later.
Target Vessel	A working merchant ship, not a monster.	Routine hull, nervous comms, real people aboard.	Cargo, papers, and crew choices matter.	Passengers or sensitive cargo alter morality.	Broker, Admin, Investigate.	First real prize.
Prize Hold or Cargo Transfer Point	Where claims become physical.	Seals, crates, crew watching.	Decide what is actually taken.	Delay or damage raises risk.	Mechanic, Admin, Broker.	Connects wealth to consequences.

14. Scene-by-Scene Outline

Scene 1: The Letter and the Target

PURPOSE	Frame privateering as authority, risk, and theater.
SETUP	Rao explains the target: a merchant vessel moving cargo under disputed papers. Oleb wants boldness. Rao wants control.
WHAT THE PLAYERS CAN DO	Ask terms, review authority, question legality, research target, or push for more support.
RELEVANT CHECKS	Admin 8+, Advocate 8+, Broker 8+, Diplomat 8+.
LIKELY OUTCOMES	The crew understands the official claim and the limits of their authority.
FAILURE COMPLICATIONS	They misunderstand the legal cover or overpromise results.
REFEREE ADVICE	Keep the law usable: authority, claim, witness, and consequence.
TRANSITION	The crew prepares the intercept plan.

Scene 2: Research and Approach

PURPOSE	Give the crew ways to gain advantage before contact.
SETUP	The target route, registry, cargo rumor, and likely response can be checked.
WHAT THE PLAYERS CAN DO	Scan, compare records, choose approach vector, create cover story, or plan hail script.
RELEVANT CHECKS	Electronics 8+, Recon 8+, Astrogation 8+, Broker 8+, Deception.
LIKELY OUTCOMES	They learn enough to pressure the target intelligently.
FAILURE COMPLICATIONS	They approach with incomplete data or attract extra attention.
REFEREE ADVICE	Give useful data, but leave uncertainty.
TRANSITION	The target appears on sensors.

Scene 3: The Hail

PURPOSE	Make conversation the first weapon.
SETUP	The crew opens communication. The target captain asks who they are and by what authority they interfere.
WHAT THE PLAYERS CAN DO	Declare authority, bluff, intimidate, offer inspection, claim distress, or stay anonymous.
RELEVANT CHECKS	Persuade 8+, Leadership 8+, Deception opposed, Advocate 8+.
LIKELY OUTCOMES	The target slows, negotiates, or exposes its fear.
FAILURE COMPLICATIONS	The target stalls, sends warning, or begins evasive maneuver.
REFEREE ADVICE	Let tone shape reputation. A polite threat is still a threat.
TRANSITION	The target must decide whether to submit.

Scene 4: Surrender, Inspection, or Flight

PURPOSE	Resolve the target response without forcing combat.
SETUP	The target may heave to, demand proof, ask terms, hide cargo, or start a run.
WHAT THE PLAYERS CAN DO	Negotiate surrender, threaten fire, scan deeper, close distance, offer escort, or prepare weapons.
RELEVANT CHECKS	Pilot 8+, Electronics 8+, Gunner intimidation, Persuade 8+, Tactics.
LIKELY OUTCOMES	The target becomes accessible without major fighting.
FAILURE COMPLICATIONS	The target flees, locks compartments, or transmits a partial warning.
REFEREE ADVICE	Avoid full ship combat unless the crew fires or the target commits to flight.
TRANSITION	The crew gains access to cargo, papers, or surrender terms.

Scene 5: The Prize Choice

PURPOSE	Turn victory into consequences.
SETUP	Cargo, papers, prisoners, and reputation now matter. The target has one complication: passengers, medicine, false papers, hidden patron, or desperate crew.
WHAT THE PLAYERS CAN DO	Take cargo, demand ransom, inspect papers, release crew, expose patron, split the difference, or keep records.
RELEVANT CHECKS	Broker 8+, Admin 8+, Investigate 8+, Persuade 8+, Medic if relevant.
LIKELY OUTCOMES	The crew records its first prize and defines its method.
FAILURE COMPLICATIONS	They create scandal, miss evidence, or make enemies with witnesses.
REFEREE ADVICE	Ask what story survives after the ships separate.
TRANSITION	Session 7 begins with someone reacting to the first prize.

15. Core Checks and Suggested Difficulties

Situation	Skill	Difficulty	Success	Failure
Assess the legal claim	Advocate or Admin	8+	Understand what authority covers and what it does not.	Crew overstates or understates its legal cover.
Research target registry	Broker, Admin, or Investigate	8+	Find route, owner, or cargo clue.	Data is partial or outdated.
Identify target on sensors	Electronics or Recon	8+	Confirm likely vessel and behavior.	Misread signal or miss warning traffic.
Approach without alarm	Pilot or Astrogation	8+	Reach useful intercept position.	Target has more time to react.
Issue credible hail	Leadership or Persuade	8+	Target takes the crew seriously.	Target stalls, challenges authority, or broadcasts concern.
Detect a bluff	Investigate or Recon	8+ or 10+	Spot false papers or hidden fear.	Crew accepts a misleading story.
Negotiate surrender	Persuade or Advocate	8+	Target submits under terms.	Target demands proof, delays, or risks flight.
Value prize cargo	Broker or Admin	8+	Estimate useful value and risk.	Crew takes low-value or traceable goods.

16. Player-Facing Choices

Choice	Why It Matters	Benefit	Risk	Later Effect
Declare Drinax authority or stay ambiguous	Shapes legality and reputation.	Open authority supports privateering claim.	It exposes Drinax and the ship.	Affects future port stories.
Threaten, bluff, or negotiate	Defines crew style.	Pressure may avoid combat.	Threats may create fear and hatred.	Shapes merchant reputation.
Take cargo, ransom, papers, or information	Not every prize is money.	Information may be more valuable later.	Cargo may be traceable or morally costly.	Creates leads and enemies.
Protect prisoners or exploit them	People carry stories.	Mercy builds reputation and contacts.	Mercy may cost profit or speed.	Affects pirate and merchant reactions.
Openly report to Drinax or keep some profit hidden	Tests loyalty.	Honesty builds trust.	Hidden profit creates leverage and risk.	Affects Rao, Oleb, and crew culture.

17. Consequences and Branching Outcomes

Clean Success

The crew stops the target, secures cargo or information under plausible authority, treats prisoners in a controlled way, and records a defensible first prize. Drinax Trust increases, merchant fear rises slightly, and the crew gains its first privateering reputation.

Mixed Success

The crew takes something useful, but leaves witnesses angry, papers unclear, cargo traceable, or a partial warning in the comms. Drinax may still approve, but a rival, broker, or patrol now has a reason to ask questions.

Complicated Failure

The target escapes, the wrong cargo is taken, prisoners are mishandled, or the encounter looks like common piracy. Do not end the campaign. Turn the failure into legal pressure, a damaged reputation, a pursuing rival, or a target that returns with help.

CONSEQUENCE

The first prize should define the crew. Record not only what they took, but how they acted, who saw it, and what story the target crew will tell afterward.

18. Combat, Conflict, or Crisis Guidance

Starship combat is possible but not the focus. The session should use conflict as threat, negotiation, legal pressure, and morale. If weapons fire occurs, keep it brief and move the full combat lesson to Session 7.

- Enemy purpose: avoid loss, protect crew, and preserve employer interests.
- Target morale: surrender is likely if outmatched and given survivable terms.
- When target retreats: if threatened harshly, if it sees an escape line, or if it has already warned someone.
- Nonviolent exits: inspection, cargo surrender, ransom bond, escort, warning, or release with papers seized.
- Consequences of injury: a wounded target crewmember changes the moral and legal tone immediately.
- How to keep fast: resolve one hail, one pressure turn, one decision, and one prize outcome.

19. Ship, Trade, Law, or Faction Notes

Category	Session 6 Use
Ship Operations	Ship roles matter during approach, scan, hail, and threat posture.
Trade	Prize value, cargo traceability, and buyer availability matter.
Cargo	Primary focus. Cargo may be legal, disputed, humanitarian, traceable, or politically sensitive.
Passengers	Possible complication. Innocent passengers make the prize morally harder.
Fuel	Minimal use unless the target runs or the crew must pursue.
Starport Procedures	Aftermath matters when the crew tries to sell or explain the prize.
Law Level	Simplified as authority, claim, witness, and paper trail.
Local Authority	Not central unless a patrol, broker, or target report creates later pressure.
Drinax Reputation	Strongly affected. The first prize becomes the first story others tell.
Imperial Attention	Possible if the target has Imperial ties, registry, or protected cargo.
Aslan Attention	Not central, but avoid Aslan cargo unless intentionally foreshadowing Session 8.
Pirate Reputation	Begins here. Method determines whether the crew seems disciplined or predatory.
Merchant Reaction	Strongly affected by cargo taken, prisoners treated, and target story.

20. Campaign Ledger Updates

Checklist	Checklist
☐ Target vessel name and registry recorded	☐ Cargo, ransom, papers, or information taken
☐ Target captain reaction recorded	☐ Prisoner treatment recorded
☐ Crew method summarized	☐ Witnesses or transmissions noted
☐ Drinax Trust adjusted	☐ Merchant Reaction adjusted
☐ Pirate Reputation adjusted	☐ Imperial Attention adjusted if relevant
☐ Ship damage or ammo use noted	☐ Fuel used during intercept noted
☐ Prize value and buyer risk recorded	☐ Open retaliation hook recorded
☐ Rao and Oleb reactions noted	☐ Hook to Session 7 recorded

21. End-State of the Session

- The Travellers have conducted their first privateering encounter.
- The players understand that hails, surrender, and prize terms matter.
- The crew has made a moral and legal choice about cargo or prisoners.
- The ledger records the prize, the method, and the likely story told by witnesses.
- Drinax has evidence of whether the crew is useful, reckless, disciplined, or dangerous.
- Session 7 can begin with a rival, patrol, or armed response.

22. Hooks into the Next Session

Hook Type	Hook
Direct Hook	A rival corsair, angry escort, patrol craft, or armed trader hears about the first prize and moves to test the crew.
Optional Player-Driven Hook	The crew chooses whether to sell the prize, hide it, return part of it, or use the captured papers as leverage.
Consequence-Based Hook	Clean prize earns wary respect. Messy prize brings pursuit or revenge.

23. Referee Quick Reference

Item	Reference
Session Goal	Teach privateering sequence: target, intercept, hail, surrender, prize, consequence.
New Rules	Target research, interception, declaration, surrender terms, prize claim, prisoner treatment.
Important NPCs	Princess Rao, King Oleb, Captain Saren Holt, Vexa Myr, Talen Crow, Merev Sol.
Important Locations	Rao Briefing Room, Harrier Bridge, Sensor and Comms, Target Vessel, Prize Hold.
Likely Checks	Admin, Advocate, Broker, Electronics, Recon, Pilot, Persuade, Leadership, Deception.
Main Complications	False papers, humanitarian cargo, passengers, warning signal, hidden patron, angry crew.
End-State	First prize resolved and reputation, cargo, prisoner, and Drinax consequences recorded.
Ledger Updates	Target, method, cargo, prisoners, prize value, transmissions, trust, merchant and pirate reaction.

REFEREE NOTE

Do not decide in advance whether the crew are heroes, pirates, patriots, or criminals. Let their choices make that answer visible.

24. Player Handout Page

PLAYER HANDOUT: THE FIRST PRIZE

Drinax has given you more than a ship. It has given you a claim, a target, and a chance to prove that you can take value without making every merchant in the Reach scream for your heads. This is not a simple cargo job. It is the first time your crew decides what privateering means.

Known Situation

- Drinax has identified a target vessel with questionable papers.
- You may be able to stop the target without firing.
- Your authority matters, but so does how believable your claim sounds.
- The target has crew, cargo, records, and possibly innocent complications.
- What you take, spare, hide, or report will shape your reputation.

Privateering Questions

Question	Why It Matters
Do we announce Drinax?	Open authority can help, but it exposes the source of your claim.
What do we want from the target?	Cargo, papers, ransom, information, and leverage are different prizes.
What terms do we offer?	Surrender is easier when the target crew expects to live.
Who hears the story?	Survivors, comm logs, and brokers shape reputation.
What will we tell Rao?	Reporting honestly builds trust. Hiding profit creates risk.

Crew Task List

Role	Focus
Captain or Mission Lead	Sets tone of hail and surrender terms.
Pilot	Controls approach and intercept position.
Sensor Operator	Identifies target and watches for warnings.
Engineer	Keeps systems ready without escalating too early.
Broker or Face	Estimates prize value and negotiates terms.
Security	Plans prisoner handling and cargo control.

25. Appendix: Notes, Tables, and Optional Adjustments

Shorter-Session Adjustment

Skip detailed research. Start with the target already on sensors and give the crew one briefing card, one hail, and one prize decision.

Longer-Session Expansion

Add a planning council before launch. Let each player prepare one advantage: registry search, route prediction, hail script, cargo estimate, or prisoner plan.

If the Players Choose Violence

Let violence work, but make it expensive in reputation, injury, damage, or transmission risk. Save full ship combat procedure for Session 7.

If the Players Avoid Violence

Reward a clean surrender with better reputation and less damage. The target may still resent them, but not every victim becomes a blood enemy.

If the Players Ignore the Hook

Have Rao make the pressure clear: Drinax cannot rebuild influence on courier work alone. If they refuse the target, ask what kind of prize would be acceptable.

If the Crew Lacks a Key Skill

Use role overlap. A Face can help with hails, a Broker can read cargo, a Pilot can shape leverage, and a Security specialist can manage prisoners.

If the Referee Wants More Roleplay

Humanize the target crew. Give the captain, purser, or deckhand a reason to fear both the Travellers and their employer.

If the Referee Wants More Action

Make the target run briefly or attempt a warning transmission. Resolve with a few checks before deciding whether Session 7 begins early.

Optional Rumors

Rumor	Use
The target has run this route before under different names.	Supports registry investigation.
The cargo is legal until someone asks who really owns it.	Adds legal ambiguity.
The captain pays ransoms but remembers faces.	Foreshadows revenge or contact.
A clean prize sells better than a bloody one.	Rewards restraint.
Drinax needs stories as much as money.	Connects Oleb and Rao to method.

Optional Complication

OPTIONAL COMPLICATION

The target carries medicine or relief goods mixed with suspect cargo. The crew can still take a prize, but the moral cost becomes visible.

Optional NPC Reaction

Rao respects restraint and useful evidence. Oleb respects bold public declarations. Merchants respect predictable terms. Pirates respect fear. The crew cannot please all four at once.