

SESSION 9

The World That Could Join

A Beginner-Friendly Traveller Teaching Campaign

REFEREE USE

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

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 patron missions, local factions, alliance-building, favors, and non-credit rewards
Campaign Goal	Prepare the crew to build Drinax influence through useful action, not piracy alone

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 9 Detail
Session Number	9
Session Title	The World That Could Join
Target Play Time	Three hours
Primary Teaching Focus	Patron missions, local faction mapping, reputation rewards, favors, alliance tracking, and non-credit leverage.
Primary Story Focus	The crew visits an independent world that might support Drinax if the Travellers solve a local problem without making the world feel conquered.
Main Traveller Mechanics	Patron negotiation, Admin, Broker, Diplomat, Investigate, Streetwise, repair or escort checks, local law pressure, and consequence tracking.
Main Drinax Concept	Drinax needs allies, safe ports, information, and legitimacy. Piracy alone cannot restore influence.
Expected Session End-State	The world becomes friendly, cautious, offended, indebted, or hostile, and the campaign ledger gains its first alliance entry.
Recommended Prep Time	Sixty to ninety minutes. Choose the local problem, three factions, and one reward that is useful but not just cash.
Difficulty for New Referee	Moderate. The rules are familiar, but the session needs flexible responses to player choices.

CONTINUITY FROM PRIOR SESSION

Session 8 should have left the crew with an Aslan reaction, a warning, a possible contact, or a diplomatic scar. Before play, check Aslan Attention, Drinax Trust, ship damage, cargo status, local rumors, and whether the crew looks like disciplined privateers or reckless raiders. If Session 8 ended poorly, the target world may be nervous about inviting Drinax closer.

3. Referee Overview

This session teaches that Drinax needs more than prizes. A privateer crew can steal cargo, but a rising power needs ports, informants, repair access, fuel favors, political cover, and worlds willing to say that Drinax was useful when it mattered.

The Travellers are sent to a small independent world that might support Drinax, but the world has a problem that offworld promises have not solved. The problem should be local, practical, and urgent: a missing fuel shipment, a raider-backed dock gang, a corrupt port official, a damaged comm relay, or a kidnapped negotiator.

Emphasize local choice. The crew should not be able to simply declare Drinax protection and win. They must learn who matters, what each faction fears, and what kind of help earns trust. Avoid turning the session into kingdom management or conquest.

REFEREE NOTE

Use three local factions, not ten. New Referees and new players need a clear political triangle: the official authority, the practical workers, and the faction benefiting from the crisis.

4. Teaching Goals

Player Learning Goals

- Understand how a patron mission becomes a local political problem.
- Learn that rewards can be favors, port rights, repair access, information, or reputation.
- Practice choosing which local faction to trust, pressure, or expose.
- See that a world may support Drinax without fully joining it.
- Understand that how the crew helps matters as much as whether they succeed.

Referee Learning Goals

- Present a world with clear factions and practical stakes.
- Let players solve the problem through different methods.

- Track political outcomes without overbuilding government rules.
- Offer useful non-credit rewards.
- Turn player choices into future allies, rivals, or obligations.

Campaign Learning Goals

- Introduce alliance-building as a central Drinax activity.
- Show that worlds judge Drinax by the crew's conduct.
- Create the first safe-port or influence entry in the campaign ledger.
- Prepare the group for larger sandbox decisions.

5. Rules Introduced This Session

Rule or Concept	Why It Matters	How It Appears in Play	Teach Detail	Beginner Mistake to Avoid
Patron Mission Structure	A job can have hidden motives and local costs.	Rao offers a world-facing problem with room for several solutions.	Teach patron, objective, reward, complication.	Do not make the patron the only source of truth.
Local Faction Map	Worlds have internal interests.	Three groups want different outcomes from the crisis.	Use three factions only.	Do not create a dozen names players cannot track.
Alliance Status	Political results need simple tracking.	The world becomes friendly, cautious, indebted, offended, or hostile.	Use one ledger tag.	Do not make alliance automatic after one good deed.
Non-Credit Rewards	Traveller rewards are often access and favors.	Fuel discount, repair berth, informant, safe port, or market access.	Make rewards useful.	Do not pay every problem in credits.
Public Consequence	Reputation spreads through witnesses.	A public repair, rescue, exposure, or fight shapes opinion.	Use visible reactions.	Do not hide all consequences behind the screen.
Failing Forward	Failure changes politics rather than ending play.	The world may still trade, but trust drops or a rival grows stronger.	Keep campaign moving.	Do not block Drinax play because one mission went badly.

6. Rules Intentionally Avoided

Rules or Subsystem	Why It Is Delayed
Full Planetary Government Rules	The session needs local stakes, not a civics simulation.
Planetary Conquest	Drinax is courting influence, not invading. Conquest belongs outside this teaching arc.
Large Military Conflict	Keep the threat small enough for a crew-scale solution.
Abstract Alliance Mechanics	Use a simple status tag and notes instead of a formal diplomacy subsystem.
Deep Trade Development	Market access matters, but full trade development comes later.
Mass Combat	If violence occurs, keep it to a small portside or facility crisis.

7. What the Players Should Learn

Players should learn that a world is not a quest board. It has people, factions, fears, shortages, and memories. The crew can solve a problem and still lose trust if they look like pirates with better paperwork.

- Drinax influence is earned one useful act at a time.
- Local factions may agree about the problem but disagree about the solution.
- A favor, fuel right, or repair berth can be more valuable than cash.
- Public conduct shapes whether a world wants protection or distance.
- A messy success can still create a future ally if the crew owns the cost.

TEACHING MOMENT

Ask the players what they want the world to say about them after they leave. That answer should shape their method.

8. What the Referee Should Practice

- Build a simple local faction triangle.
- Explain stakes clearly without revealing hidden motives.
- Let players choose which faction to approach first.
- Offer problem-solving paths through talk, repair, trade, investigation, pressure, or force.
- Record alliance status and useful favors in the ledger.
- Make success visible through local reaction.

REFEREE NOTE

The best outcome is not a perfect alliance. The best outcome is that players understand how their choices changed a world and opened or closed future options.

9. Three-Hour Session Timeline

Time	Segment	Purpose	Referee Notes
0:00 to 0:15	Opening recap	Connect prior reputation to Rao's proposal.	Check the ledger first.
0:15 to 0:45	Rao's Proposal	Present the world, problem, and possible value.	Keep the objective broad.
0:45 to 1:30	Arrival and Factions	Introduce three local powers and visible pressure.	Let players choose who to meet.
1:30 to 2:15	The Local Problem	Run investigation, negotiation, repair, escort, or confrontation.	Use earlier rules naturally.
2:15 to 2:45	Resolution and Terms	Decide what help was given and what the world offers.	Update alliance status.
2:45 to 3:00	Debrief and Hook	Record favor, rival, and next lead.	End with strategic options.

10. Required Materials

Checklist	Checklist
☐ Character sheets	☐ Ship record sheet
☐ Campaign ledger	☐ Sector or subsector map
☐ World profile note card	☐ Three local faction cards
☐ NPC cards for local leaders	☐ Session handout
☐ Dice	☐ Basic task check reference
☐ Cargo, favor, and reward cards	☐ Scratch paper or index cards
☐ Simple starport or settlement sketch	☐ Optional rumor cards
☐ Alliance status tracker	☐ Optional repair or escort checklist

For this session, prepare one world problem and three factions. Do not prepare a complete planetary gazetteer unless the players ask for more detail.

11. Opening Situation

READ OR PARAPHRASE

Princess Rao sends a concise briefing to the Harrier. A small independent world, Arinaal Station, sits on a useful route and has avoided choosing sides. Its council now faces a crisis: a fuel shipment is missing, port workers are frightened, and a local faction is asking whether Drinax can offer more than royal speeches and raider threats. Rao does not ask you to conquer the world. She asks you to become useful enough that they want you back.

The immediate choice is what kind of help the crew offers first: investigation, repair, negotiation, protection, trade leverage, or a public show of Drinax backing.

12. Key NPCs

Name	Role	First Impression	Wants	Knows	Helps	Complicates	Skills
Councilor Elain Vosk	Local Authority	Tired, formal, careful.	Keep the world independent but safe.	The port crisis may break the council.	Can offer official access and limited port rights.	May resist open Drinax control.	Diplomat, Admin, Advocate
Port Warden Halren Bex	Starport Official	Practical, suspicious, overworked.	Fuel restored and order kept.	Someone inside the port is helping the crisis continue.	Can grant hangar access and logs.	May block armed escalation.	Admin, Investigate, Persuade
Tavi Noll	Free Trader Broker	Warm smile, counting every angle.	Profit and predictable routes.	Merchants will support whoever protects trade.	Can identify cargo irregularities.	May sell rumor to both sides.	Broker, Streetwise, Persuade
Captain Mara Quell	Local Militia Lead	Direct, armed, impatient.	Stop raiders or dock intimidation.	Militia morale is thin.	Can provide escorts and witnesses.	May push for public force.	Leadership, Tactics, Gun Combat
Dr. Sion Kade	Clinic Director	Calm, exhausted, moral.	Medical supplies and safety for civilians.	The missing fuel also affects life support and clinic power.	Can humanize the stakes.	May shame the crew if they focus only on profit.	Medic, Science, Persuade
Grey Fen	Crisis Profiteer	Helpful until cornered.	Keep the world dependent and afraid.	The missing fuel was diverted, not lost.	Can reveal larger pressure if bargained with.	May frame Drinax as pirates.	Deception, Streetwise, Investigate

13. Key Locations

Location	Description	First Notice	Useful Details	Complications	Relevant Checks	Campaign Connection
Arinaal Downport	A small, functional port running below capacity.	Empty fuel berths and nervous crews.	Logs, cargo manifests, and docking records point to the crisis.	Officials fear losing trade.	Admin, Investigate, Broker.	Possible future safe port.
Council Hall	A clean chamber with patched comm screens and tired representatives.	Caution disguised as procedure.	Good place for public promises and terms.	Local factions watch every word.	Diplomat, Advocate, Persuade.	Tests Drinax legitimacy.
Fuel Yard 3	Storage tanks and pumps guarded by local workers.	Smell of fuel, missing seals, quiet anger.	Best evidence of diversion.	Sabotage or intimidation may occur.	Engineer, Mechanic, Recon.	Makes logistics political.
Workers' Canteen	Port workers gather away from officials.	Low voices and quick silence.	Rumors reveal who is trusted.	A crew that looks like nobles may be ignored.	Streetwise, Carouse, Persuade.	Shows local opinion.
Clinic Annex	A small medical facility under power rationing.	Civilians feel the crisis first.	Medical need can motivate action.	Public sympathy can shift factions.	Medic, Steward, Persuade.	Shows non-credit stakes.
Old Transfer Tunnel	Unused cargo route beneath the yard.	Dust, fresh tracks, old locks.	Likely route for diverted fuel or intimidation.	Ambush, chase, or confession point.	Recon, Athletics, Stealth.	Links local crime to broader pressure.

14. Scene-by-Scene Outline

Scene 1: Rao's Proposal

PURPOSE

Turn Drinax ambition into a practical patron mission.

SETUP

Rao briefs the crew on Arinaal Station and explains why influence there matters.

WHAT THE PLAYERS CAN DO

Ask questions, negotiate limits, request intelligence, or propose their own approach.

RELEVANT CHECKS

Admin 8+, Diplomat 8+, Broker 8+.

LIKELY OUTCOMES

The crew understands the goal: help without making Drinax look like occupiers.

FAILURE COMPLICATIONS

They assume this is only a delivery or only a shakedown.

REFEREE ADVICE

Frame success as influence, not ownership.

TRANSITION

The ship arrives at Arinaal.

Scene 2: Arrival and First Impressions

PURPOSE

Let the world show its problem before anyone explains it.

SETUP

The crew sees empty berths, delayed fueling, frightened workers, and competing local voices.

WHAT THE PLAYERS CAN DO

Scan, dock, talk to port officials, visit workers, or observe security.

RELEVANT CHECKS

Recon 8+, Admin 8+, Streetwise 8+, Steward 8+.

LIKELY OUTCOMES

The crew identifies three factions and signs of pressure.

FAILURE COMPLICATIONS

They trust the first person who sounds confident.

REFEREE ADVICE

Give visible stakes: ships waiting, clinic rationing, workers afraid.

TRANSITION

The crew chooses who to approach first.

Scene 3: The Faction Triangle

PURPOSE

Make politics playable and simple.

SETUP

Councilor Vosk, Warden Bex, Tavi Noll, Quell, or Kade each describe the crisis differently.

WHAT THE PLAYERS CAN DO

Compare stories, ask for records, offer help, bargain, or create a public plan.

RELEVANT CHECKS

Persuade 8+, Investigate 8+, Broker 8+, Diplomat 8+.

LIKELY OUTCOMES

The crew learns that the fuel was diverted or hidden by someone benefiting from fear.

FAILURE COMPLICATIONS

A faction feels ignored and starts working against the crew.

REFEREE ADVICE

Only use three active factions if the table starts to bog down.

TRANSITION

Evidence points to the fuel yard or transfer tunnel.

Scene 4: The Local Problem**PURPOSE**

Resolve the practical crisis through the crew's chosen method.

SETUP

The missing fuel, sabotage, intimidation, or kidnapped negotiator reaches a breaking point.

WHAT THE PLAYERS CAN DO

Repair, escort, expose, ambush, negotiate, bribe, threaten, or publicly guarantee safety.

RELEVANT CHECKS

Engineer 8+, Streetwise 8+, Leadership 8+, Gun Combat if forced.

LIKELY OUTCOMES

The immediate crisis is contained and the responsible pressure is exposed or weakened.

FAILURE COMPLICATIONS

The world gets help, but the method creates fear, debt, or scandal.

REFEREE ADVICE

Let previous skills matter. This is an integrated session.

TRANSITION

Local leaders decide what to offer.

Scene 5: Terms and Reputation**PURPOSE**

Convert action into campaign consequence.

SETUP

The world does not simply join. It offers something based on how the crew behaved.

WHAT THE PLAYERS CAN DO

Ask for fuel rights, safe berth, repair access, informant, market contact, or political statement.

RELEVANT CHECKS

Diplomat 8+, Advocate 8+, Broker 8+, Persuade 8+.

LIKELY OUTCOMES

A clear alliance status and reward are recorded.

FAILURE COMPLICATIONS

The crew gains access but also obligation, suspicion, or enemy attention.

REFEREE ADVICE

Make the reward useful next session.

TRANSITION

Session 10 begins from the new lead or obligation.

15. Core Checks and Suggested Difficulties

Situation	Skill	Difficulty	Success	Failure
Read local power structure	Diplomat or Streetwise	8+	Identify who has influence.	Mistake loud voice for real authority.
Review port records	Admin or Investigate	8+	Find missing fuel pattern.	Records are incomplete or delayed.
Calm frightened workers	Persuade or Carouse	8+	Gain useful witness.	Workers demand proof of protection.
Value non-credit reward	Broker or Admin	8+	Spot useful port access or favor.	Accept reward that is symbolic but weak.
Repair damaged pump	Engineer or Mechanic	8+ or 10+	Restore limited fuel flow.	Temporary repair needs parts later.
Expose intimidation	Investigate or Recon	8+	Tie threats to local profiteer.	Evidence remains circumstantial.
Protect transfer route	Leadership or Tactics	8+	Keep workers safe during action.	Militia or crew overreacts.
Negotiate alliance terms	Diplomat or Advocate	8+	Gain cautious support.	World accepts help but avoids commitment.

16. Player-Facing Choices

Choice	Why It Matters	Benefit	Risk	Later Effect
Help publicly or quietly	Changes how the world sees Drinax.	Public help builds reputation.	Public failure embarrasses Drinax.	Shapes alliance status.
Back council, workers, merchants, or militia	Defines who trusts the crew.	Gains focused support.	Other factions may feel used.	Creates local ally or rival.
Take credits or ask for access	Tests campaign thinking.	Access may be worth more.	Less immediate money.	Creates safe port or repair option.
Expose culprit or bargain	Changes justice and leverage.	Exposure builds public trust.	Bargain may preserve stability.	Creates future enemy or informant.
Act as Drinax agents or independent crew	Signals political style.	Drinax influence may grow.	Too much flag-waving alarms locals.	Affects future invitations.

17. Consequences and Branching Outcomes

Clean Success

The crew identifies the local pressure, restores or secures the fuel problem, keeps civilian harm low, and negotiates a practical favor. Arinaal becomes Friendly or Indebted. Drinax gains a cautious public endorsement or quiet port access.

Mixed Success

The crew solves the immediate problem but offends one faction, creates a debt, damages equipment, or leaves the culprit partly protected. Arinaal becomes Cautious or Indebted. The reward is useful but conditional.

Complicated Failure

The crisis is contained poorly, the wrong faction gains influence, or the crew looks like another armed pressure group. The campaign continues. Arinaal remains Wary, Offended, or Divided, but one NPC may still offer a limited contact or warning.

CONSEQUENCE

Do not make failure mean the world vanishes from play. Make it a living problem: a wary port, a rival faction, a debt, or a second chance.

18. Combat, Conflict, or Crisis Guidance

Combat is not the default focus, but a small fight, chase, standoff, or sabotage scene may occur if the crew confronts the faction benefiting from the crisis. Keep violence tied to local consequences.

- Enemy purpose: protect profit, preserve leverage, or keep workers afraid.
- Enemy morale: most opponents flee if exposed or outmatched.
- When enemies retreat: after proof surfaces, militia arrives, or the crew shows decisive control.
- Terrain or cover: fuel tanks, cargo crates, maintenance tunnels, port corridors.
- Nonviolent exits: confession, bargain, public exposure, compensation, or exile.
- Consequences of injury: civilian harm sharply damages alliance status.
- How to keep fast: use one clear tactical space and avoid a long dungeon crawl.

19. Ship, Trade, Law, or Faction Notes

Category	Session 9 Use
Ship Operations	The Harrier provides leverage, scanners, cargo space, and intimidating presence.
Trade	Trade access and route reliability are central to the world's decision.
Cargo	Missing fuel, repair parts, or medical supplies may be handled as cargo.
Passengers	Not central, but civilians and workers create human stakes.
Fuel	Primary focus if using the default missing fuel crisis.
Starport Procedures	Port access, manifests, docking authority, and storage records matter.
Law Level	Local law is practical and strained. Official authority may lack enforcement power.
Local Authority	Councilor Vosk, Port Warden Bex, and militia determine what is legal in practice.
Drinax Reputation	Strongly affected by whether the crew helps or dominates.
Imperial Attention	Minimal unless the world appeals to outside authority.
Aslan Attention	May influence local fear if Session 8 left the crew under scrutiny.
Pirate Reputation	Affected if the crew looks like protectors, raiders, or hired muscle.
Merchant Reaction	Merchants care whether Drinax improves route safety.

20. Campaign Ledger Updates

Checklist	Checklist
☐ Arinaal alliance status recorded	☐ Local faction helped recorded
☐ Faction offended or weakened recorded	☐ Reward or favor recorded
☐ Fuel, repair, or market access noted	☐ Port rights or restrictions noted
☐ NPC ally added	☐ NPC rival or profiteer added
☐ Credits gained or spent recorded	☐ Cargo or supplies changed
☐ Ship damage or repair needs updated	☐ Civilian harm or public scandal noted
☐ Drinax Trust adjusted	☐ Merchant Reaction adjusted
☐ Pirate Reputation adjusted if relevant	☐ Session 10 lead recorded

21. End-State of the Session

- The Travellers have completed their first explicit alliance-building mission.
- The players understand that worlds contain factions, not single opinions.
- The crew has gained or lost influence based on method and result.
- The ledger records a world status and at least one useful favor, rival, or obligation.
- Drinax now has a practical reason to care about this world.
- Session 10 can begin from a lead, favor, warning, or trap tied to the new network.

22. Hooks into the Next Session

Hook Type	Hook
Direct Hook	The new ally, contact, or recovered record points toward a gas giant refueling site where something valuable or dangerous is waiting.
Optional Player-Driven Hook	The crew follows the profiteer, escorts a local shipment, cashes in a fuel favor, or pursues a raider connection.
Consequence-Based Hook	A friendly world offers intelligence. A wary world offers a warning. A failed mission lets a rival turn the crisis into bait.

23. Referee Quick Reference

Item	Reference
Session Goal	Teach local politics, patron missions, alliance status, and non-credit rewards.
New Rules	Patron mission, local faction map, alliance status, non-credit rewards, public consequence.
Important NPCs	Elain Vosk, Halren Bex, Tavi Noll, Mara Quell, Sion Kade, Grey Fen.
Important Locations	Arinaal Downport, Council Hall, Fuel Yard 3, Workers Canteen, Clinic Annex, Transfer Tunnel.
Likely Checks	Diplomat, Admin, Broker, Investigate, Streetwise, Persuade, Engineer, Leadership.
Main Complications	Faction mistrust, diverted fuel, intimidation, public scandal, wrong ally, civilian harm.
End-State	World status recorded and useful favor, rival, or obligation created.
Ledger Updates	Alliance status, local factions, reward, NPC reactions, reputation, next hook.

REFeree NOTE

Keep the faction map visible. When players feel lost, return to three questions: who is afraid, who benefits, and what would make the world trust them?

24. Player Handout Page

PLAYER HANDOUT: THE WORLD THAT COULD JOIN

Drinax has found a world that might become useful, if you prove that your crew can solve a problem without becoming the next problem. You are not here to conquer. You are here to become worth trusting.

Known Situation

- 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.

Known Local Voices

Name or Group	What You Know
Councilor Elain Vosk	Wants safety without surrendering independence.
Port Warden Halren Bex	Wants order restored and port records respected.
Free Traders	Want predictable routes and protection from disruption.
Local Militia	Wants action before morale breaks.
Clinic and Civilians	Need power, supplies, and stability.

Questions to Consider

Question	Why It Matters
Who benefits from the crisis?	The obvious victim may not be the true target.
Who should we talk to first?	First allegiance shapes local trust.
What reward helps the campaign later?	Fuel, repairs, and access may beat credits.
How public should Drinax be?	Visibility can build trust or fear.
What line will we not cross?	Local allies remember methods.

25. Appendix: Notes, Tables, and Optional Adjustments

Shorter-Session Adjustment

Begin with the crew already docked. Use one faction scene, one evidence scene, and one public resolution.

Longer-Session Expansion

Add a reception, worker meeting, or shipboard planning scene. Let each faction offer a different reward or warning.

If the Players Choose Violence

Keep the fight small and public. Violence may solve intimidation but can damage trust if civilians are harmed.

If the Players Avoid Violence

Reward negotiation, repair, proof, and leverage. A quiet solution can earn stronger local trust than a public shootout.

If the Players Ignore the Hook

The world chooses another protector, or the crisis worsens and later becomes a raider foothold or rival port.

If the Crew Lacks a Key Skill

Let them hire a local guide, ask Jalen, use ship sensors, or trade favors for technical or social help.

If the Referee Wants More Roleplay

Give each faction a sympathetic reason for its fear. Even the difficult faction should believe it is protecting something.

If the Referee Wants More Action

Use a chase through the transfer tunnel, a fuel-yard sabotage, or an armed standoff with militia arriving late.

Optional Rumors

Rumor	Use
The missing fuel was never offloaded.	Points toward manifest fraud.
The port warden is hiding something.	Creates suspicion around authority.
The traders will support anyone who keeps ships moving.	Shows practical politics.
Someone wants Drinax blamed before Drinax even acts.	Foreshadows rival pressure.
A quiet favor here could open three routes later.	Encourages non-credit thinking.

Optional Complication

OPTIONAL COMPLICATION

The crisis profiteer is not the mastermind. Grey Fen is being pressured by a raider contact, rival broker, or frightened council aide who believes Drinax will make things worse.

Optional NPC Reaction

Vosk respects restraint. Bex respects records and procedure. Noll respects profit and route safety. Quell respects decisive protection. Kade respects mercy and practical aid. Let different players impress different factions.