

## "DARMOK"

SUGGESTED ERA OF PLAY: **TNG**

SUGGESTED SPOTLIGHT ROLE: **CAPTAIN**

### SYNOPSIS

Previous encounters with the Children of Tama have indicated that the Tamarians are peaceful. However, those attempts had failed, as the Tamarian language seemed incomprehensible. Unknown to Starfleet, the Tamarian language is based on metaphor and mythological references (e.g., "Shaka, when the walls fell" means *failure*; "Temba, his arms wide" means *give*. **Captain Dathon** on the Tamarian ship is willing to go to extremes to test the Starfleet Captain, even transporting himself and the Captain to the surface where danger lurks. Dathon is trying to replicate a past mythical alliance, with Darmok and Jalad at Tanagra, fighting against a mutual enemy. His hope is that the two sides will cooperate, like "Darmok and Jalad on the ocean."

### OPENING LOG

*"We are en route to the uninhabited El-Adrel system. Its location is near the territory occupied by an enigmatic race known as the Children of Tama. Apparently, the Tamarians arrived at El-Adrel IV nearly three weeks ago. They have been transmitting a subspace signal towards Federation space ever since. The signal is a standard mathematical progression. It carries no message. Starfleet believes their presence is an attempt at communication."*

## MAJOR BEATS

### WHEN THE WALLS FELL

Communications with the Tamarians quickly break down due to the nature of the Tamarian language. The Tamarians are visibly frustrated. Suddenly, the Starfleet captain is caught in a powerful transporter beam and sent planetside, as is **Captain Dathon**! The Tamarian ship projects a particle scattering field on the planet's ionosphere using a particle sustaining beam, blocking comms and transport but not sensors. Both captains are trapped!

### THE BEAST AT TANAGRA

Trapped on the surface with only two Tamarian knives, Dathon attempts communications again. Both he and the Captain must survive the cold night, and will soon be hunted by an almost invisible **Beast** on the surface. They must work towards mutual understanding by puzzling out the Tamarian use of language, while fending off a common threat.

### HIS EYES UNCOVERED

Meanwhile, the crew must figure out why the Tamarians did this. Shuttle missions will be met with force, but the Tamarians will carefully attack to make them turn back, not destroy them. The crew may also try to punch up transporters with a tighter annular confinement beam, but it is nigh impossible without disabling the Tamarians' polarity coil generator, which might take multiple shots. Will they resort to an attack on the generator and risk war, and would that even save their captain?

## MINOR BEATS

The crew may research the terms Darmok and Tanagra, and discover the Tamarians use metaphor as language. While telepathy will help with understanding, empathic characters may sense good intentions, which may confuse them.

### KEY NPCs

Use **Jem'Hadar Battle Cruiser** stats (Core, p.265) for the **Tamarian Starship**. Use **Moq'Var, Son of Koloth** (Core p.319) for **Captain Dathon**, but replace the Values with "Risk all of us just for the hope of communication, connection". For the **El-Adrel IV entity**, build an **Ursoïd – Carnivore – Camouflager (14/2/14)** using Menagerie Cards [here](#) or [here](#).

### CONCLUSION

What they do will determine the future between their two people. Dathon is willing to die to forge understanding between them, and the fight with the Beast at El-Adrel will shape that future. Above, the Tamarian ship will respond to any attacks with their own. The mission may end with a rescue that sees both captains dead, both alive, or just one alive. It is up to the captain and his crew to de-escalate any hostilities, or earn an enemy.

### ADDING THIS MISSION TO YOUR CAMPAIGN

The mission can be adapted for different eras and non-Federation campaigns, as the Tamarian captain may attempt this with all new species they encounter.