

WASTE OF TIME

SUGGESTED ERA OF PLAY: **ENT**

SUGGESTED SPOTLIGHT ROLE: **SCIENCE**

SYNOPSIS

The player characters are about to dive deep into a part of the ship most bridge officers rarely visit—the waste management facility. The chief science officer is summoned by engineering to investigate a strange occurrence. All of the waste matter in the ship's systems has become suspended in time. It is no longer biodegrading. What seems to be a temporal issue ends up being the most irregular first contact with the Scrud, non-corporeal, time-displaced dwellers from another universe.

OPENING LOG

"My team was in the middle of a research survey of a blue supergiant in a tight binary orbit around a black hole when I was summoned to the life support system control bay by engineering. They have encountered a problem that a simple plunger will not fix."



MAJOR BEATS

DISCHARGED TO INVESTIGATE

After conducting scans of the unmoving matter, players discover that the issue is not mechanical or biological in nature. It is a temporal issue. A high level of chroniton particles permeates all of the fecal matter holding it in a state of temporal stagnancy. Attempts to decontaminate the waste of chroniton particles will fail as they are connected to a larger issue.

PROBLEM NUMBER TWO

Ship sensors will discover a temporal resonance field on the event horizon of the black hole that matches the chroniton particles quantum frequency. Further scans will reveal a moon-sized, phased construct (scale 25) frozen in time at the edge of the black hole. The construct is emanating a massive temporal resonance field. This indicates an intelligence behind the event. The players may hail the structure.

RISING FROM THE MUCK AND MIRE

The beings in control of the construct respond to hails by "growing" a physical body in the life support control bay. It is forming from a combination of residual matter in the biowaste system. The beings infused the feces with chronitons to slowly control the recycling process. This allows them time to evolve the waste at an accelerated rate to facilitate meeting the crew. They are a non-corporeal race called the Scrud who live in subspace. They have been trapped in the event horizon for what would equate to 3,000 of our years. They need a "warp push" to be "shoved back" into their universe.

MINOR BEATS

Medical staff will be inundated by crew who cannot properly digest their food. This could create complications as player characters must work while being constipated.

KEY NPCS

The Scrud or their structure do not require stats. They are non-corporeal explorers from another universe made from quantum matter. They have the power to manipulate chroniton particles and transmit their essence into evolved physical forms, but they will not knowingly do harm to others. To keep the player vessel in the area, use the "Effects on Ships" box on page 154 and spend threat to create Black Hole complications on their ship while they try to find solutions.

CONCLUSION

The game should conclude with the Scrud being "pushed" back to their native universe. Perhaps there will be an interesting cultural exchange, with the Scrud offering new insights into life support systems, temporal sciences, and non-corporeal existence?

ADDING THIS MISSION TO YOUR CAMPAIGN

This adventure is an opportunity for scientific exploration, first contact protocol, diplomacy, and humor. Players should be left with a better appreciation for their ship's waste management system. (Expect a lot of poop-related jokes.)