

THE TENJURA MASS

A STAR WARS RPG LOCATION ADVENTURE BY JORESS - V1.0 - 2021

In the northwest sector of the Unknown Regions lies a mysterious, pulsating display of color and light. Discovered decades ago by a wayward prison transport, *The Tenjura*, only recently have rumors begun to spread about its magnificence, and its malignance. Determined explorers have ventured in with a desire to discover the secrets that the "Tenjura Mass" holds. Some return with remarkable stories, others return in a state of shock, not wanting to discuss their experience. And then there are some who are never heard of again.

As these unsettling events increase, greater care has been taken to map safe routes, develop safety beacons, and label potential threats. With funds from an unnamed supplier, a faction-neutral space station was built at the north end of the Mass, with construction of another proceeding at the other end. Spacers share harrowing tales and mysterious adventures in the station's cantina.

LOCATIONS

With only a fraction of the anomaly cataloged, those that veer into unexplored territory do so at their own risk. But there have been some areas that have been recorded in the databanks of the North Station, and are listed below.

GREAT STONE OBELISKS

There have been five cataloged locations (shown below) of **tall, stone-like obelisks** that float quietly in the Tenjura Mass. Deep engraved markings on the surface indicate that the edifices were not formed naturally, and entrance points inside have yet to be found. Some have reported that the structures vanish, only to reappear later back in the same location.

THE LIGHTTAIL POOL

In the center of the Mass, long trails of flowing light swirl with grace and harmony. Unlike any other creature cataloged, some consider Lighttails (**Large** and **Small**) to be ghostly apparitions. Many have tried to capture the spectacle with holoivid technology, but none have been able to successfully record the phenomenon, making them only to be witnessed in person.

SHIVANI CLUSTER

Many planetoids drift in the Tenjura Mass. The Shivani Cluster is a collection of 3 planetoids orbiting a stream of light that provides energy to their various surface environments.

ADVENTURE: NOW YOU SEE ME...

Setup: One way or another, the PCs arrive in the Tenjura Mass. Maybe the ship has a hyper-space malfunction that drops them there, or they've been invited to the North Space Station for a job. Whatever the case, the station should be a safe rest stop for the PCs.

EPISODE 1

The PCs are offered a job to look for a lost research vessel, *Kronos Five*, with coordinates to its last known location. They will be warned about the dangers as they venture in the Mass, like hit-and-run Raiders, or cosmic objects that make paths difficult to navigate. But before they can leave, the station is uncharacteristically attacked by creatures called Lighttails. As the PCs hurry back to their ship, they encounter some aggressive small ones that somehow got on the station. Many are puzzled by the attack, as most Lighttails have never ventured this far out, and usually seem peaceful.

EPISODE 2

After PCs leave the station, they'll realize their scanners don't work well in the Mass. The PCs head for the research vessel coordinates, when an Obelisk appears directly in their path! It's broken in half, stone debris orbiting around it, and a light stream shines nearby. If the broken pieces are inspected for entry points, tunnels the size of a medium freighter can be found, and leads to many chambers. But **Raider Ships** hidden behind a nearby planetoid attack the PC's ship, and try to disable their ship so the **Raider Captain** and **his Crew** can board it. Sometime during the conflict, the ship will be enveloped in the nearby light stream. System klaxons sound and the PCs are transported to a new, uncharted sector of the Mass. A **damaged prison transport** is in view and unresponsive. Nearby is also **the missing research vessel** in the same condition.

EPISODE 3

PCs can dock with either ship, and both are found with only life support and data banks functioning. Abandoned hallways make exploring the vessels eerie, and sightings of ghostly figures appearing and disappearing add to the PCs fears. Players that try to access data banks will find a wealth of information (refer to their stat sheets). PCs and any crew with them begin to experience "phasing" if they stay too long in a ship with no shields. **Ferocious humanoid creatures** will also attack the group on either of the ships. Keen eyed PCs will discover that they wear rags that used to be prison uniforms. If PCs gather enough information from the databanks, they'll need to escape the unstable hold that the Tenjura Mass has on them. Escaping should be a climactic moment, coupled with more attacks from Raiders, Lighttails, or the deranged creatures.

THE TRUTH (FOR THE GM)

The Tenjura Mass is actually "unstable hyperspace." The "phasing" in and out is a type of hyperspace travel. Why it only happens to biological entities is unknown. The obelisks were placed long ago as stabilizing beacons, which normalized the Mass. Some that experience "phasing" end up inside the Obelisks stability chambers, and some can become trapped in the process for a long time. (Exploring inside the broken Obelisk can be a whole other interesting adventure.) Others have adverse reactions to the energies, and mutate into ferocious humanoid creatures with personal bio shields! These creatures were the crew of the research and prison transport.

The wayward prison transport entered the Mass, and killed a group of Lighttails upon entry. The normally peaceful Lighttails retaliated by attacking the transport, and the obelisk structures. The attacks Damaged some Obelisks, and returned the Mass to instability. This caused more obelisks to destabilize, affecting other Lighttail territories, causing their continued aggression.

