

RECONNAISSANCE DOSSIER

# FORTRESS OF THE UNCHAINED

MISSION OBJECTIVE: GATHER INTELLIGENCE ON KEY LOCATIONS  
WITHIN THE FORTRESS OF THE UNCHAINED AND PROVIDE TACTICAL  
INFORMATION ON THE CHILDREN OF MORTIS' MILITARY FORCES.



## Location 1

# THE SHATTERED EYE



### DESCRIPTION:

The territory immediately surrounding the Fortress of the Unchained is where the disruption of the Ethereal Realm is physically at its worst. It almost appears as if the Fortress itself somehow impacted into the Ethereal Realm like a stone thrown into a pond, with ripples spreading outward. These fractures haven't simply broken the land, but seem to have shattered time itself for several hundred meters in all directions. The throes of a cataclysmic battle seem frozen in place, with broken pillars seeming to float in the air as motionless fires seem to burn eternally. Reaching the Fortress at its center promises to be a daunting task, as soldiers of the Children of Mortis can be found waiting motionless throughout the chaos, posing as time-stopped enemies in order to ambush unsuspecting enemies.

### OBSERVATIONS:

- The battle frozen around the fortress seems to be one that incorporates reflections from both ancient and





- modern conflicts, spanning known history..
- The frozen fires and laser blasts do not move, but coming into contact with one shows they still have their destructive power intact. These should be avoided.
- The time stoppage in the area does not impact those that enter it immediately, but time measurements within the area seem to show almost imperceptible slowdowns. Extended exposure (on the factor of days) may result in those that enter being slowed to zero temporal progression.

**ALARIS'S OPINION:**

*Garish. There is usually something to be said for freezing soldiers in battle. There are some stories told that say that Darth Bane accomplished something like this. Having personally experienced this individual iteration of time stoppage, I would not recommend it for anyone. Except maybe Nora. She needs to learn how to slow down.*

**SELIKA'S OPINION:**

*The pinnacle of the strangeness that we find within the Ethereal Realm. The area around the fortress that seems immune to the passage of time warrants more study than we can give it at this moment, but I hope that it is a natural phenomenon of the Realm and not something devised by the Children. The possibility of our enemy having gained control over some sort of temporal weapon is sobering.*

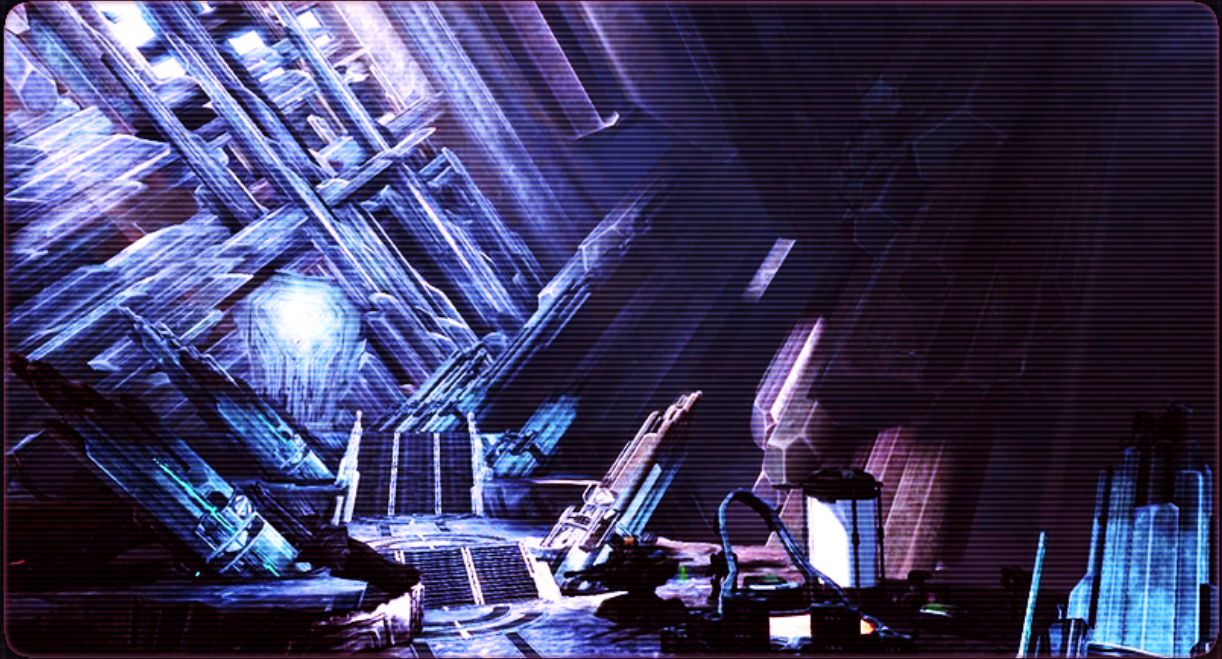
**NORA'S OPINION:**

*The Shattered Eye is a nightmarish scene, frozen in time, surrounding the fortress. The idea of soldiers masquerading as time-stopped adversaries is a clever ruse that heightens the danger in this area. Extreme caution is imperative when navigating this treacherous terrain.*



## Location 2

# THE CENTRAL CHAMBER



### DESCRIPTION:

The Central Chamber of the Fortress of the Unchained serves as the core of this constantly evolving complex. It is here that the oldest sections of the fortress, dating back thousands of years, are found. The chamber is a vast space with crystal growths protruding from every surface, creating an otherworldly and luminescent environment. These crystals emit a soft, pulsating light that bathes the chamber in a surreal, shifting glow. Stone stalactites hang menacingly overhead, giving the chamber an eerie atmosphere.

### OBSERVATIONS:

- The Central Chamber appears to be a focal point of the fortress's energy and security.
- The crystallized shards growing below the chamber emit a cerulean glow, possibly indicating a power source.
- The abundance of crystals suggests potential vulnerabilities if they can be destabilized or disrupted.





### ALARIS'S OPINION:

*This chamber, while impressive, is less than appealing for any matters other than looking menacing. It serves no practical purpose and is otherwise a massive waste of space that could be used for any number of purposes. It could have been divided up into living spaces or mess halls. It could be a massive training center. But no, the Children have decided to let this place just exist as it is to be impressive and that's it. What a waste.*



### SELIKA'S OPINION:

*The height of form over function. The Father's grand ego seems to be reflected in the physically imposing, though fairly indefensible, monument to excess that dominates the center of the Fortress. Perhaps there are some hidden defenses. In fact, the crystals scattered throughout the great ovoid chamber could be some form of weapon, waiting to be unleashed on the unwary who find themselves gawking at the grandeur.*



### NORA'S OPINION:

*This chamber exudes an aura of power and mystique. The crystals here, while undoubtedly imposing and visually captivating, may serve a deeper purpose. The Children of Mortis, in their enigmatic ways, might harness the energy generated by these crystalline formations for their own nefarious ends. The fact that it is allowed to exist purely for its aesthetic appeal could be a calculated decision to instill fear in any intruders.*

*While Alaris Jinn's perspective highlights its wastefulness, I believe there's more to it than meets the eye. It could be a strategic decoy, designed to draw attention away from more critical areas of the fortress. Perhaps it conceals hidden passages or contains information that the Children wish to keep secret. We should exercise caution and explore further before dismissing its significance entirely.*



## Location 3

# THE ABANDONED MINES



### DESCRIPTION:

The Abandoned Mines are a network of tunnels that pre-date the Galactic Empire by thousands of years. These tunnels, originally used for mining, have withstood the test of time. The descent into the mines is facilitated by pulley-operated mechanical lifts, which add a layer of complexity and danger to navigation. The tunnels themselves are illuminated by sporadic natural crystals, casting an ochre light like torches. The tunnels branch out in various directions, some leading to dead ends while others connect to the central Mining Shaft.

### OBSERVATIONS:

- The Abandoned Mines provide a labyrinthine environment that can be used for stealthy movement and ambushes.
- The mechanical lifts can be potential choke points or areas of vulnerability.
- Holocam Drones monitoring the area suggest constant surveillance, and their control stations should be located nearby.





### ALARIS'S OPINION:

*Obviously, these mines hold no more purpose other than to act as a great way for your enemies to sneak in. The Children have appeared to deal with this with basic monitoring, but I personally would have suggested setting up the entire thing with napalm or other incendiaries. That would turn the entire thing into a massive trap for invading armies. These Children really do just have the tactical mind of children. I don't mind the primitive mechanical lifts in the way of defense, but I'm sure it was entirely an accident.*



### SELIKA'S OPINION:

*I am left wondering if these mining tunnels are native to the Ethereal Realm or reflections of our reality. It almost feels as if the Fortress above has been erected here atop an already existing series of tunnels and shafts. Does this represent an oversight on the part of the Children of Mortis, given their apparent compromising of the security of their headquarters, or is there some method to their madness?*



### NORA'S OPINION:

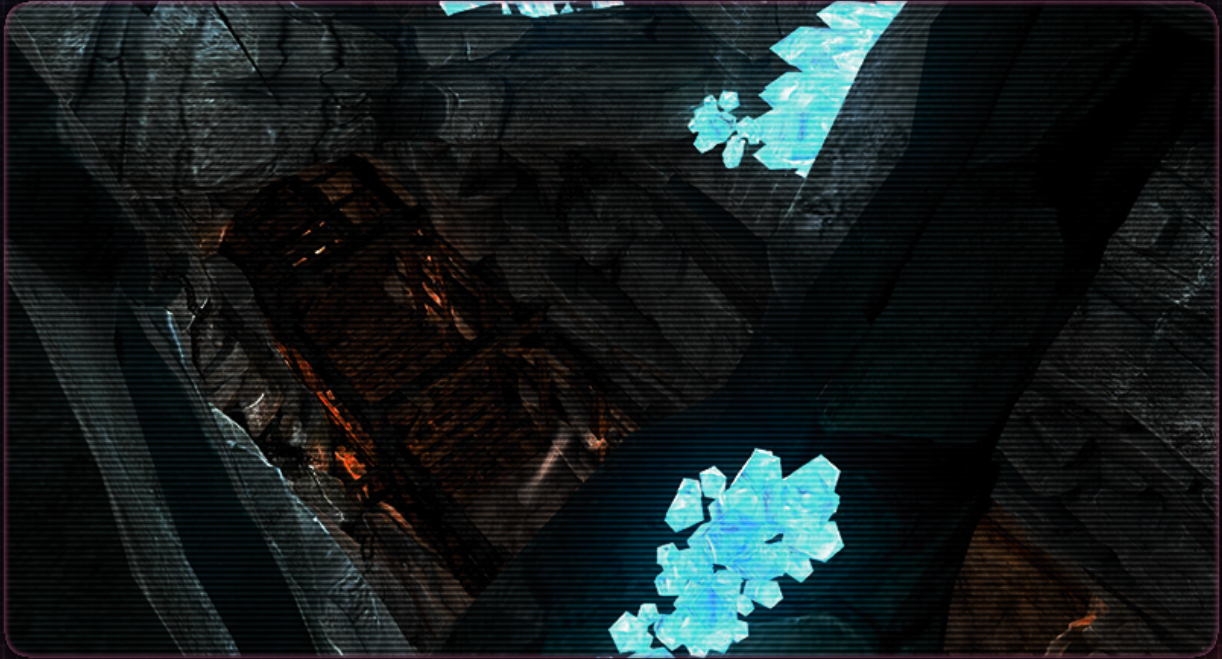
*The Abandoned Mines, with their intricate network of tunnels, represent both a potential weakness and a surprising strength in the fortress's defense. Alaris sees them as a security liability, and he's not entirely wrong. The lack of fortifications and the use of basic monitoring do leave them vulnerable to infiltration. However, the absence of incendiary traps or more sophisticated security measures might indicate a deliberate choice by the Children.*

*These mines could be a calculated gambit, enticing intruders with their apparent vulnerability while the Children of Mortis quietly prepare for a counterattack. I sense that they may be luring their enemies into a false sense of security, allowing us to believe we've outsmarted them. We must proceed with utmost caution and not underestimate the cunning of our adversaries.*



## Location 4

# THE MINING SHAFT



### DESCRIPTION:

The Mining Shaft is a square pit within the Abandoned Mines that descends into a deep pit filled with crystallized shards emitting a luminescent cerulean glow. The air is cool and windless, creating an eerie ambiance. Stone stalactites hang overhead, and the walls are lined with jagged rock formations.

### OBSERVATIONS:

- The Mining Shaft appears to be a critical area for the fortress's power generation or resource harvesting.
- The cerulean glow suggests a possible energy source, and disrupting it could destabilize the fortress.
- The pit's depth may make it challenging to access and control, making it a defensive stronghold.



**ALARIS'S OPINION:**

*Now this is what I'm talking about. The Children appear to understand the importance of this chamber. Even if it's just a red herring and has no real value at all, the Children have made it look important and have made accessing the entirety of it extremely difficult. Do not fall, unless you have a Corellian freighter waiting to catch you.*

**SELIKA'S OPINION:**

*This location seems to be one that hardly merits mention outside of vague theories as to how it may be a point of interest for assaulting forces due to its potential role in power production. It is much more likely that this is nothing more than an empty mine shaft dressed up to lead those who gain entry via the mines to their doom.*

**NORA'S OPINION:**

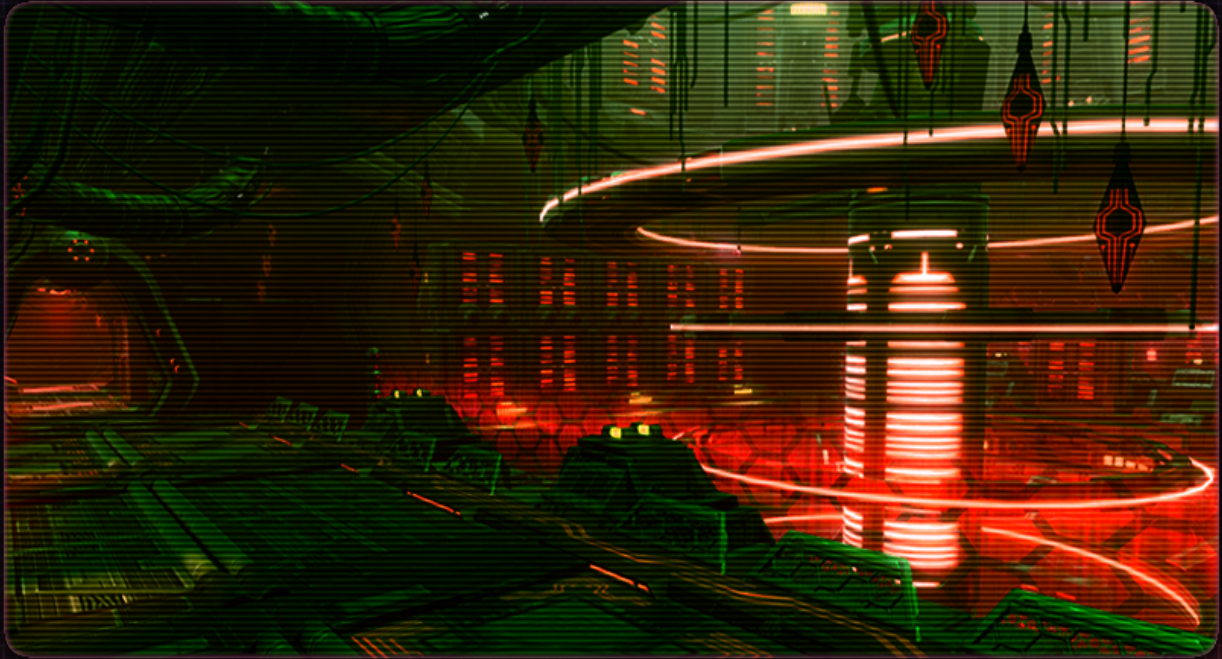
*The Mining Shaft is a true testament to the Children's understanding of the importance of misdirection and controlled access. As Alaris rightly points out, the Children have made it appear crucial, even if its actual purpose remains unclear. Its inaccessibility and the potential consequences of falling into its depths suggest it should not be taken lightly.*

*I concur with Alaris's cautious approach here. Even if it's a red herring, we should treat it as a critical component of the fortress's defense. The Children's mastery of psychological warfare means we should not disregard any element of their stronghold. We must be prepared for the unexpected and avoid the allure of what might be an intentional trap.*



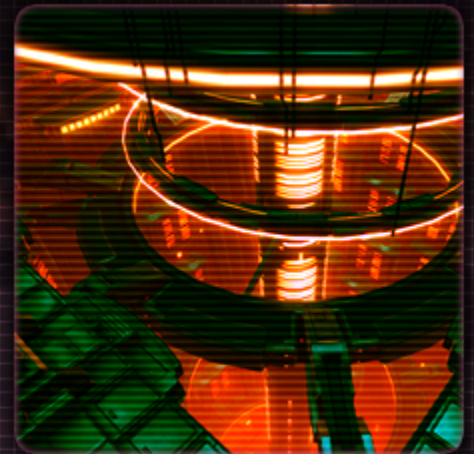
## LOCATION 5

# DATA UNIMATRIX



### DESCRIPTION:

The center of the Fortress of the Unchained seems to be formed around a huge, unbroken pillar that serves almost as a spine for the towering structure. This pillar, however, seems to be a massive data center that houses untold amounts of computer data. Ranging from intelligence data on the forces of both the Brotherhood and other factions to research on the various Force-focused projects the more scientifically minded amongst the children have engaged in can likely be found within. The data spire itself is circled by shielding, protecting it from both physical attack as well as being sliced externally as each level of the fortress opens onto the shaft around the central construct. Some of the highest levels feature data terminals that can access the contents of the Unimatrix, but the security is excessive (read: lethal). There are no breaks or guards between levels, so anything that falls down the shaft will do so unimpeded until it reaches the open power conduits below and is incinerated.





**OBSERVATIONS:**

- It is unclear if the Unimatrix is physically integrated into the structure. It does not seem to have physical supports but it may connect at the upper and lower ends. Direct observation proved impossible.
- Each level around the Unimatrix is patrolled by droids powered by some sort of Force-imbued crystal. These seem to be a match for all but the most powerful Force wielders.
- The Unimatrix itself seems to emit some sort of Force energy of an unknown type. Its effect on sentient lifeforms is so far unknown.

**ALARIS'S OPINION:**

*You'd think that the Children would have learned from the Galactic Empire and would not store all of their vital information all in the same spot. At least the Empire had the wherewithal to obliterate Scarif's data center when it was compromised. Time will tell if the Children are at least that smart.*

**SELIKA'S OPINION:**

*A critical location that the Brotherhood must gain access to and, if possible, seize control of. The amount of information about the Children's activities that could be gained is incalculable. Additionally, given how widespread their knowledge of us is, their information on other factions (remnants of the Collective, the Principate, etc) could prove equally valuable.*

**NORA'S OPINION:**

*The Data Unimatrix is a technological marvel, housing a wealth of information. Its formidable security measures are a testament to its importance. The presence of Force-imbued crystal-powered droids guarding it is a clear indication of its significance. The mysterious Force energy it emits requires further investigation for our strategic advantage.*



# Tactical Information

## Military Forces:

- The Children of Mortis appear to have a significant security presence throughout the fortress, with patrols and guards stationed in key locations.
- The use of advanced holocam drones for surveillance suggests a high level of technological sophistication.
- The shifting cubic platforms in the Abandoned Mines may pose a unique challenge, as they are not attuned to any formal pattern, requiring adaptability in navigating them.

## Recommendations:

- Disable or disrupt the crystal growths in key areas to weaken the fortress's defenses and power sources.
- Locate and neutralize control stations for holocam drones to maintain stealth during operations.
- Develop strategies for navigating the shifting platforms in the Abandoned Mines, including both Force users and non-Force-sensitive team members.

## Conclusion

The Fortress of the Unchained presents a formidable challenge due to its unique architecture and constant evolution. Understanding the significance of key locations and vulnerabilities within the fortress will be crucial for planning an assault or infiltration. Further reconnaissance and analysis are recommended to develop a comprehensive strategy for taking down the Children of Mortis and their stronghold.





This page intentionally left blank