

Field Reconnaissance:  
Fortress of the  
Unchained



# POINTS OF INTEREST

01

## Defensive Capabilities

A briefing on the Fortress' resilience against siege and standard weaponry.

02

## Command Center

Central Intelligence for the Fortress Operations

03

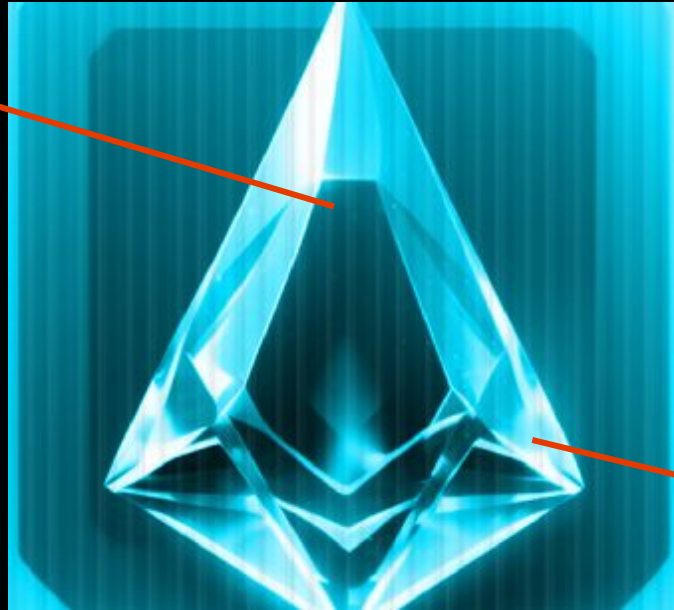
## Inverse Personnel Portal

A potential "backdoor" into the Fortress via commandeering a portal.

01

# DEFENSIVE CAPABILITIES

*Psionic  
Emitter*



*Turbo Laser  
Resistance*

# 01

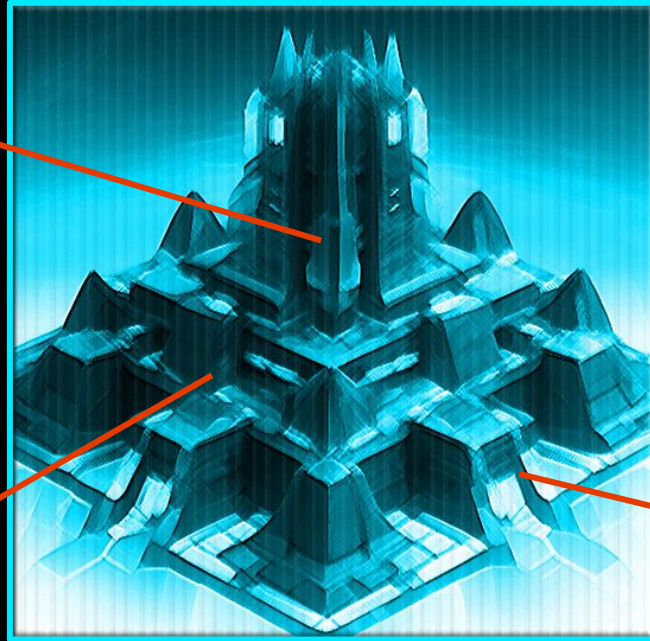
# DEFENSIVE CAPABILITIES

- The defensive fortifications inherent to the crystalline shell that forms the exterior of the fortress is perpetually regenerating by nature of constantly growing.
- Combined with its natural resistance to turbo lasers and long range artillery, even if it is damaged, new crystal forms over cracked or fractured crystal, quicker.
  - Prolonged contact with a mobile composite superlaser powered by kyber—similar to what was used by the First Order on Crait—*could* likely penetrate the crystal plating, but the time for sustained impact would require uninterrupted operation from short range.
- Similarly, thanks to the ever-growing nature of the crystals, there is no “map” or “directory” of the Fortress.
  - The Children of Mortis follow telepathic instructions on where to shift, move, or reposition to as the fortress itself continues to shift and change.

02

# COMMAND CENTER

*POWER SOURCE*



*LEADERSHIP  
PERSONNEL*

*SECURITY  
CHECKPOINT*

# 02

# COMMAND CENTER

- Located in the “heart” of the Fortress, the Command Center is the central hub of leadership and communication for handling the Fortress’ operational capabilities.
  - Operators are stationed to oversee holographic projections of the status of battles raging across the Ethereal Realms, translating real time data and using the telepathic communication system made possible within the walls of the Fortress.
  - Officers oversee and handle relaying command to the various Lightbringer, Truthwardens, and Shadowseer
- Power Source “Core”:
  - A giant vat, surrounded by several smaller vats, all contained unique crystals that help fuel and power
- Security Checkpoint
  - Security is reported to be very tight, with only authorized personnel gaining access to the facility. Even a high ranking Truthwarden would need special clearance to gain access.

03

# Inverse Personnel Portal (IPP)

*Psionic  
Stabilizers*



*Teleporter*

# 03

## Inverse Personnel Portal (IPP)

- **The Inverse Personnel Portal (IPP) is a unique method of granting access inside of the fortress.**
  - **Since there is no “door” or “bridge” to cross or enter on any side, instead personnel are moved used IPPs: large circular “portals” that use psionic energy from the Ethereal Realm itself to create dimensional teleportation bridges.**
  - **Each IPP requires a “key” in the form of a Children of Mortis officer to operate. Without a key, the IPP will not work.**
- **Recon intelligence shows that if the IPP is destroyed while troops are in transport, it is possible for them to either perish entirely, or end up in a different part of the Ethereal realms, or another dimension entirely.**
- **These portals are scattered around the perimeter of the Fortress and under heavy guard and patrol.**
- **The IPPs function in both directions, making the inner infrastructure even more secure than the Dark Ascent.**



# REFERENCES

- Photoshop edit of Wiki image for “The Fortress of the Unchained”
- Command Center image generated with Picsart.com AI, edited in Photoshop
- Portal image from HotpotAI, Photoshop
- [Google Slides template from Slidesgo](#)
- Wiki:  
[https://wiki.darkjedibrotherhood.com/view/Ethereal\\_Realm#The\\_Fortress\\_of\\_the\\_Unchained](https://wiki.darkjedibrotherhood.com/view/Ethereal_Realm#The_Fortress_of_the_Unchained)