

THE IRON FORTRESS

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1 Introduction

In a far off valley, built long before anyone can remember, stands an ancient fortress of metal; solemn, ominous and impenetrable. No one has been inside because it had no portal or window or breach to enter through...

... until now.

After an especially fierce thunderstorm, a passage into this fortress suddenly and mysteriously appeared. If you dare, you can be one of the first adventurers to brave the unknown and plunder this strange castle of its treasures, but do not forget; unimaginable wealth can also harbor unimaginable danger.

Here is the Iron Fortress (the board)... It is composed of 2 separate images. You will need to download each, separately. I would recommend downloading the images first and then printing it off using a graphics program rather than just printing it from your browser. That way you will be sure to print the image at its true size: [cm x cm] [" x "].

2 ENTERING THE FORTRESS

- You enter the Iron Fortress through an Iron Gate Adventure card on the main board.
- The Iron Gate is too small for Horses, Carts, Mules, Warhorses and other riding animals so they must be left outside on the main board square that has the Iron Gate card.

3 MOVEMENT WITHIN THE FORTRESS

To determine your movement, roll 1 die and apply the result to the table below:

- You may only enter chambers through unlocked doors.
- Some doors are painted different colors. These doors affect movement:

You must end your Movement after passing through a BLUE(for those of you who cannot read it, the word is ... "BLUE") Door.

Roll	Move
1	1
2	2
3	2
4	3
5	3
6	4

Tab. 1: Iron Fortress Movement

The crawlspace is the chamber in the very center of the Iron Fortress. The GREEN doors are used to enter and exit the crawlspace. You may only use the Crawlspace if you have the "Map of the Fortress" and your Movement result is 2 or greater. Using the crawlspace expends your entire movement roll.

- EVENTS occurring outside the Iron Fortress do not affect Characters within it.

4 DRAWING ADVENTURE (IRON FORTRESS) CARDS

- In chambers with YELLOW(for those of you who cannot read it, the word is ... "YELLOW") and MARGENTA stripes on the floor: draw enough cards to take the total to 2, if there are less than two Cards for that chamber.
- In all other chambers: Draw 1 card if there is no card in this chamber.

5 USE OF OBJECTS FOUND IN THE FORTRESS

The treasures found in the Fortress are strange beyond belief ! You may pick up Objects you find, but before you can use them you must roll your Craft or less on 2 dice. Success means you think you know what the object is and how it works. Timescape Characters get +2 to this roll.

6 EVENTS

LOCKED DOORS (LABORATORY LOCKDOWN) All RED doors are locked and impassable for 2 Turns.

POISON GAS This room is suddenly filled with a vile green gas. You lose 1 Turn and 1 Life.

WEAKNESS (RADIATION LEAK) After entering this room, you feel very weak and nauseous. You lose 1 Turn and 1 Strength.

TRAPPED! (AIRLOCK SEALS) The main gate to the Fortress suddenly closes and locks. The ORANGE doors remain locked for 2 turns. Characters trapped in the chamber between the two orange doors lose 1 Life because they are unable to breathe while the doors are locked.

MAGIC TRAP (STASIS CAGE ACTIVATED) One of your Followers gets trapped in a glowing box. You cannot get them out. Discard one (random) Follower.

DARKNESS For two turns the inside of the Fortress is cloaked in darkness. During this time movement is 1 space per turn unless you have a Torch. If you have a Torch you may move normally.

EXPLOSION Something in this room explodes. For every Character, Monster, Follower and Object in the chamber, roll 1 die: On a 1 or 2 ... A Character loses a Life, a Monster is killed (but cannot be used for experience), A Follower is killed, or an Object is destroyed and useless.

7 MONSTERS

ARACHNE ENEMY-Monster 2 STRENGTH 7 You are attacked by a spider made of metal. If you lose in Combat against it, you lose 2 Turns instead of a Life.

GASTRIN ENEMY-Monster 2 STRENGTH 6 You are attacked by a green, leaf-covered ape-like creature. It remains here until killed.

LORRACK ENEMY-Plant 2 STRENGTH 4 You are attacked by a plant with saw-like leaves. It remains here until killed.

ZOLONOID ENEMY-Monster 2 STRENGTH 7 You are attacked by a large many segmented worm. It remains here until killed.

KELDRAD ENEMY-Plant 2 STRENGTH 3 each 1 to 6 tendrils from this plant attacks you (STRENGTH 3 each). You must combat each tendril this turn. The Keldrad remains here until killed.

DERRAF ENEMY-Monster 2 STRENGTH 3 (x5) A harmless looking rabbit-like creature attacks you with surprising ferocity. It remains here until killed.

ONTRIV ENEMY-Monster 2 STRENGTH 4 You are attacked by a large thorn-covered 6-legged lizard. It remains here until killed.

CRALIKOS ENEMY-Monster 2 STRENGTH 4 A very large insect with venom dripping from its mandibles attacks you. If you lose in Combat, you lose a Life and 1 point of Strength. It remains here until killed.

PARKNE ENEMY-Monster 2 STRENGTH 5 A bear with three glowing green eyes attacks you. It remains here until killed.

DYRAR ENEMY-Monster 2 STRENGTH 4 A furry slug-like thing with two thick tentacles attacks you. It remains here until killed.

IZP ENEMY-Monster 2 STRENGTH 2 (x3) You are attacked by a small stinging bird. It remains here until killed.

8 SPIRITS

PHANTOM ENEMY-Spirit 3 CRAFT

9 STRANGERS

METAL WOMAN STRANGER 4 This strange metal woman will heal up to 2 Lives or bring your Strength up to its starting value. She then exits to the Discard pile.

10 FOLLOWERS

TRAPPED ADVENTURER FOLLOWER 5 You somehow free an adventurer frozen in a glowing box. He asks to join you. While he is your Follower he adds 1 to your Strength and 1 to your Craft.

MECHANICAL TREE STUMP FOLLOWER 5 What looks like a metal tree stump comes to life when you touch it. It becomes your Follower and as your Follower it adds 2 to your Combat score. This follower is affected by events and conditions the same way metal objects are. Discard this Follower if an Electrical Storm (Event) occurs or if a Lightning Bolt spell was cast at it.

11 OBJECTS

SOME KIND OF FOOD OBJECT 5 When you eat it, roll 1 die: 1: Its Poison ! You lose 1 Life. 2-4: It tastes rather bland. Nothing else happens. 5-6: You gain 1 Strength.

SWORD OF LIGHT OBJECT 5 This Sword adds 2 to your Combat Score, unless you roll a 5 or 6 in Combat. If you roll a 5, the Sword does not work for you this Turn. If you roll a 6 it no longer works, you must discard it.

LIGHTNING THROWER OBJECT 5 This object adds 2 to your Combat Score. Also instead of moving, you may use this Object to attack a Character or face up Enemy in an adjacent space in the same Region. If you lose, you do not lose a Life. If you roll a 6 during Combat, this object no longer works, you must discard it.

INSTRUMENT OF HEALING OBJECT 5 You must spend your full turn trying to use this Object. When you do, roll 1 die: 1-2: Magical light covers you and you heal 1 Life. 3: A red stream of light hits you and you lose 1 Life. 4-6: Nothing happens.

MAP OF THE FORTRESS OBJECT 5 While you have this map, you may move through the Crawlspace.

METAL EGG OBJECT 5 You must spend your full turn trying to use this Object. When you do, roll 1 die: 1: It glows bathing you in a green light. You Gain 1 Life. 2-3: It explodes ! You lose 1 Life. It is now useless, discard this Object. 4-6: Nothing happens.

STRANGE HELMET OBJECT 5 When you wear this Helmet, roll 1 die just before Psychic Combat: 1-2: It humms adding 2 to your score for this Psychic Combat. 3-4: It stuns you reducing your score for this Psychic Combat by 2. 5-6: Nothing happens.

12 MAGIC OBJECTS

TALISMAN MAGIC OBJECT 5 This Talisman allows you to pass through the Door and enter the Wizard's Tower. You may only carry one Talisman at a time.

13 PLACES

IRON GATE PLACE 6 You discover an open gate leading into the the Iron Fortress. On your next

turn you may enter. (This is the Adventure card for the main board. It is the entrance to the Iron Fortress. You may make up to 4 copies of this card but only one may be in play on the main board at any time.).

MAGIC WINDOW PLACE 6 This magic window shows you other chambers of the Fortress. Once per visit you may draw and view the Adventure cards for 1 chamber within the Fortress.

THE TEACHER PLACE 6 This strange chair has 4 points of Craft stored in it. You may sit in this chair once per visit. When you do, roll 1 die: 1-3: You may take 1 point of Craft 4-5: Nothing happens. 6: The Teacher shocks you and you lose 1 point of Craft that becomes stored in the chair. When the Teacher has no more Craft points it no longer functions.

14 EPILOGUE

The Iron Fortress is a biological survey spacecraft that crash landed centuries ago. There is no evidence as to what happened to the crew. They may have perished in the crash. They may have been rescued. They may even be living out their lives outside on the planet surface.

The Fortress is their legacy. Some of its technology is still working, although not always functioning properly. Using it is risky both because it is unfamiliar and because it is unstable.

The lifeforms collected by the crew, for whatever reason, were left on board after the crash. Over time those lifeforms succeeded in escaping thier containment chambers and the alien creatures roamed the ships interior freely. Affected by chemical and radiation leaks, those beasts mutated and evolved more rapidly than normal so that they now only remotely resemble their ancestors.

Fortunately, by some stroke of luck, the outer door was securely sealed making the craft a self-contained biosphere.

Now that precicous seal has been broken. Has Pandora's box been opened to the world, or has the skin of the craft been punctured allowing the infection of the outside world inside?