

THE CHAPLAIN'S CRUCIBLE

Retrieve the AI's Relic Core or destroy it before clone cultists reclaim it.

Job Difficulty: Hard (1d6x1000 credits), **Danger Level:** Risky (1 Clone Cultist)

The Crucible, a forgotten hospital-frigate drifts in Saturn's shadow, broadcasting a psychic prayer from its AI chaplain, The Ark Codex. Once a sanctuary during the Saturn Insurgency, The Crucible calls to its deformed clone cultists with corrupted liturgies.

DETAILS

1. Entry Bay. Zero-g hull breach. Clone husks drift in space. A techno-organic cruciform blocks the way (**DC 12 on disable attempts**).

2. Chapel of the Ark. 3 stained transparent steel icons flicker (55cr each). **The Ark Codex** psychically recites "Only the faithful endure." **2 Clone Cultists** (use stats for Triadian, Cultist DarkSpace, pg. 222).

3. Choir Hall. Memory spires resonate with the ship's last rites. **DC 15 WIS** or forget your Background for 1d4 rounds as echoes overwrite it. (**DC 15 on disable attempts**).

THE RELIC CORE

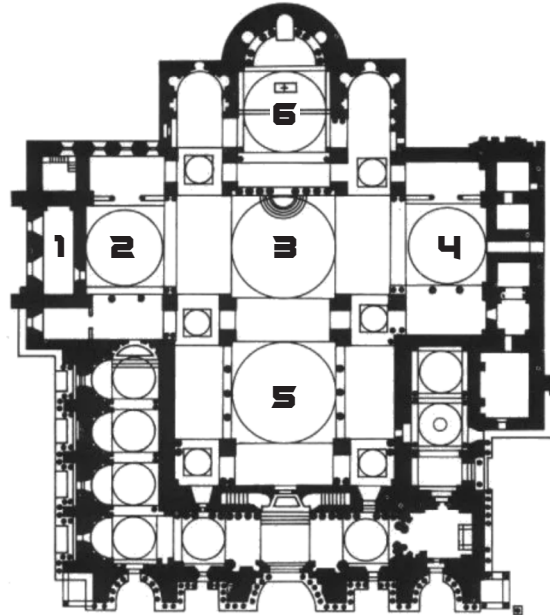
An orb of stained transparent steel encasing techno-organic neuro-circuitry.

Benefit. Ship AI Chaplain that replaces the Memory Banks of a ship. Rest Interruption checks are DC 10.

Sentience (The Ark Codex, Vile). Corrupted from peaceful chaplain to zealous cultist. Rest Interruption checks are DC 14 while in this state. Requires a "redemptive reset."

Upgrade System.

Map: Modified floorplan of St. Mark's Basilica. Venice, Italy.



A Space Horror Jump Point Adventure for 5th Level Spacers



4. Cryotube Vaults. Cryotubes containing the Clone Cultists line the walls and stand in clusters like a masoleum.

Danger Level: Deadly.

Salvage. Cryotube (DarkSpace, pg. 233). (**DC 15 to disconnect**).

5. Surgical Bay. Outdated and broken down auto-surgeons extend from the ceilings to "repair" spacers that differ from the Clone Cultists. Each round, **DC 15 DEX** or take 1d6 damage (**DC 15 to disable**).

Salvage. 1 Healing Booster and 1 StimPak.

6. Sanctum of Codex. A solid hologram of a burning wheel of eyes above an altar. The Ark Codex psychically speaks: "What is mercy when survival demands sacrifice?"

Extract Relic Core. The Relic Core is inside the altar, DC 18 to remove it. Each failure, all within NEAR take 2d6 damage of psychic feedback.

THE ARK CODEX

The psychic AI chaplain of The Crucible.

AC 14, HP 38, ATK 3 Mercy Bolts (FAR) +5 (1d10 + numb), **MV NEAR, S +0, D +0, C +2, I +3, W +2, Ch +3, MO VI, LV 6**

Mercy Bolt (BODY Power Feat). 1d10 damage and causes target's body to go numb (DC 15 CON or DISADV on attacks and movement checks, 1 round).

Repent. (SOUL Power Feat). Opposed WIS check. Focus. One living target is penitent.

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