



ADDITIONAL MATERIALS:
ADVENTURE ABC

The Horizon system is a setting ready for thousands of adventures. To fan the flames of the GM's imagination, here is a random adventure generator.

To create an adventure, draw five cards, which will create the adventure outline. The suits of the cards will determine the setting, scenery, identity of the main opponent, and the reward the team can expect. The values will determine the kind of threat, the beginning, development, plot twist and finale.

Place the cards in a row. Check the suits first, to create the background of the story. Then, check the values of cards to create an outline of the scenario, from the introduction of the characters to the denouement. Remember that the joker has no value or suit - draw an extra card to determine these, depending on how you want to use the joker.

1. THE SUITS: ADVENTURE BACKGROUND

FIRST SUIT: THE PLACE

The first card describes in which part of the system the adventure is set. You can ignore this result if your campaign focuses on a single planet of the system, and you don't want to force the team to travel.

■ ♠: **Ash.** The adventure will be set on the slowly freezing Ash, among agents of Infinity, Inc. and brutal Syndicate thugs.

■ ♥: **Bariz.** The action will be on Bariz with its flying cities, unspoiled nature and decadent nobles.

■ ♦: **Cor.** The heroes will wade through the steamy, monster-haunted jungles of Cor.

■ ♣: **Space.** The adventure will take place in space in the Horizon system - on a space station, in a lunar mine, on a space cruiser or in the asteroid belt.

■ J: **Joker: Beyond Horizon.** This time the characters will leave the Horizon system and travel among the stars!

SECOND SUIT: THE SCENERY

The second card narrows down the exact place of the scenario. This might be the first information you'll give your players. The adventure will start with a sentence like „Your ship just landed in port,” „You're sitting in a smoke-filled nightclub in a seedy district,” or „You're cutting through the jungle.”

■ ♠: **Good District.** The adventure is set in one of Horizon's metropolises and the PCs are going to see the pretty side of it. Ash will welcome them with the luxury apartments of Infinity directors or the luxurious villas of Syndicate bosses. They'll visit the exclusive restaurants, art galleries or flying cities of Barizian nobles, or the headquarters of the high command in the old resorts of Cor. They might even find themselves on board a luxury liner. This is the perfect setting for intrigues, crime dramas or tales of vengeance where cleverness and a silver tongue matter far more than Shooting and Survival skills.

■ ♥: **Slums.** The big cities of Horizon have a darker side: alleys avoided by honest citizens, seedy dives, dirty, run down factories or devastated ruins where the lower classes try to survive in horrible conditions. Ash will terrify the team with cold, poverty and constant threat from ban-

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ditions. Among the slums of Bariz they'll see the suffering caused by the corrupt nobles. In camps of Cor they'll going to get hazed by veteran troopers, while in a smoke-filled miners' bar on the moon of Dys they'll learn what really bad beer tastes like. This is a good setting for stories about defending the weak, or hunting a dangerous Horde beast - but it's also a good opportunity for an investigation.

■ ♦: **Settlement.** The adventure will take place in an isolated community, far away from any major towns. Such a settlement can be a railway station or a camp in the freezing ruins of Ash, a noble's manor on the surface of Bariz, a guard post or research station in the jungles of Cor, or any kind of space station. The most obvious adventures will tell stories about the grim secrets of the community and the depraved habits of its inhabitants - but such a settlement can also be the goal of a journey, a place to defend or at least evacuate.

■ ♣: **Wilderness.** Here, the player characters will face savage, untamed nature. On Ash, the team will have to deal with the deadly cold, biting the flesh and cutting to the bone.

While idyllic landscapes of Bariz might look picturesque from a flying city, you are still cut off from civilization when you crash out there. Trying to survive in Cor's jungles is certain death, while asteroid belts, the surfaces of moons, or starship cemeteries are just waiting for fools who will jump into a spacesuit and brave the void. A typical scenario set in such place will be about the exploration of the unknown, but many adventures can also be built around a trek through dangerous wastelands, a chase or a search for missing people, technology or information.

■ Joker: **Cut Off.** This adventure sees the team isolated in a small, claustrophobic space. The heroes can be stuck in a small repair station during a terrible snow storm on

Ash, the secluded residence of an eccentric aristocrat from Bariz, or a small research station on Cor, attacked by waves of Horde beasts. And when they're trapped on a damaged spaceship, where life-support systems will break down in a few hours, they'll remember that in space no one will hear you scream. This is a perfect setting for horror, or at least a murder mystery.

THIRD SUIT: THE OPPONENT

The suit of this card will determine the identity of the main opponent. Sometimes the entire adventure will be about a constant struggle with his vile intrigue. At other times, she will appear only at the very end, for the heroes to fight her evil. In any case, determining the identity of the opponent is the first task the heroes will face.

■ ♠: **Brute.** Such a villain is a very direct threat: you need to defeat him in combat. This could be a Horde beast haunting the area, which the PCs need to blast with their plasma weapons, or a

powerful guardian patrolling the ruins the heroes need to explore. A brute could be a tattooed Syndicate boss, a nimble fencing champion, a heavily armored mercenary captain, an insane cyborg or a powerful space cruiser. She could be even a telepath, using her powers to boost her combat skills. The basic conflict is about locating the enemy and defeating him, or perhaps fleeing.

■ ♥: **Schemer.** This enemy wants to trick the heroes, rather than massacre them. He or she makes complex plans intended to give them power, money, success, or vengeance. This might encompass a seductive manager trying to manipulate an entire branch of a corporation, a sneaky serial killer, a gang leader, an ambitious, sneaky and impoverished noble heir-



ess, or the leader of a mysterious cult of dark gods. Often, the schemer's identity is unknown, and sometimes the team treats him like an ally. Psionicists are often found in this category, when they're using their strange powers to meddle in their victims' minds, change their memories and force them to commit deeds against their nature. To defeat the schemer, you need to decipher their plots first.

■ ♦: **Mogul.**

Here, the problem is not discovering the identity of the villain, but confronting him. The mogul's strength is his immense wealth: he surrounds himself with faithful bodyguards ready to lay down their lives for him, she might hide herself in the penthouse apartment of a fortified skyscraper, or on the deck of a private star frigate. A mogul has the most advanced toys, an entire foundation of telepaths, and an army of lawyers ready to take any case to court. A mogul can be a corrupt Barizian baron, a heartless corporate agent getting rich on human suffering, the leader of a Syndicate clan, a sadistic Colonel and so on. If he or she has access to black magic, she can use it to control servants: an army of enslaved agents or Horde beasts. At the first sight the mogul seems untouchable; to defeat him, you need to cut him off from his seemingly infinite wealth.

■ ♣: **Group/None.** Life isn't always simple, and not every adventure is about a conflict with a single villain. Sometimes the problems of the PCs will be the effect of many people interacting with each other and with them: a group of conspirators, a local community secretly worshipping the dark gods, or a group which is completely clueless about the effects of their activities. Examples might be scientists investigating an ancient arti-



fact which brings madness, or a gang of spoiled youths unaware that their ritual is in fact a monster-summoning spell. Sometimes the heroes will have to face the environment itself: save people who have suffered in a natural disaster, cross the Horde-infested jungle to deliver a message, or evacuate a mining station before it's hit by a giant meteor.

■ **Joker: Dark Gods.** The evil deities are constantly present, and their vile, complex intrigues are like webs, entangling the entire Horizon system. This time the heroes will face the agents of one of the Enemy, and will have a chance to thwart the plans of the incomprehensible enemies of mankind. Remember that a single team will never be able

to defeat a god, but it can stop one of the dark power's many plans.

FOURTH SUIT: THE PROBLEM

Often the central problem of the adventure is related to the motivation of the main opponent: the heroes have to stop the villain from completing his nefarious plans. Occasionally, the heroes have to face the effects of an unsolved problem - for instance, defeating a monster summoned by cultists.

■ ♠: **Revenge.** Before the adventure started, someone got hurt - and now he wants revenge. Usually the avenger is the main villain - this way the players will understand his motives, and the story will be about a growing spiral of hatred. The main theme of the conflict will be stopping the vendetta, but the heroes can also help the avenger or even take revenge themselves. Finally, the team can be involved in a conflict between two rival factions and try to solve it peacefully, while one (or both) factions try either to persuade the PCs to take their side - or eliminate them. You can

avenge your own suffering (real or imaginary), the loss of your honor, or the deaths of your relatives, loved ones, or spiritual guides.

■ ♥: **Passion.** The characters of this tale are driven by a heartfelt passion, whether love or hate. The villain will do whatever it takes to win his beloved or destroy the object of his hostility. The heroes can also protect their children, spaceship or home planet. The problem for the heroes is often a conflict between passion and duty: the hero must decide whether to kill his hated foe or perhaps allow the lovers to unite despite their harsh, aristocratic parents – or follow orders.

■ ♦: **Ambition.** The main problem in this adventure is caused by a sense of self-worth. Perhaps someone wants to prove at any cost that they deserve more than they have, and gain power, wealth or fame by any means necessary. Or perhaps the team will struggle to fight a problem too big for them, or be motivated by greed for riches, new technology or social status. The threat the PCs will face can also be caused by excessive ambition: the result of a dark ritual which was supposed to elevate a warlock to supreme power, or a political intrigue gone too far. Adventures based on ambition can also be about a friendly rivalry or fear of public embarrassment.

■ ♣: **Necessity.** Some things simply can't be avoided. It's the duty of Cor soldiers to shoot crawlers, and the mob will always extort protection money. Some people are born and raised according to a strict code, others are trapped by circumstances. A villain following the rule of necessity is convinced that he has no choice: if he doesn't use black magic, he'll never get what he deserves, or if he avoids breaking the law, he will die a poor man. Perhaps he's being blackmailed, forced to obtain the cure for a fatal disease, or is simply insane.



Often the heroes have no choice - when the airlock of a run-down space station breaks down, a false accusation forces them to fight for their honor, or a deadly disease makes them search for an experimental medicine. Sometimes, the events haven't happened yet, and the heroes can fight against their destiny.

■ Joker: **Mistake.** Someone got it all wrong! The villain isn't truly evil, once you get to know him, or those young aristocrats aren't worshipping the Two-Faced Lord, but preparing for the carnival! The discovery of a past mistake might rekindle a bloody conflict, while a current mistake might lead to a comedy of errors. Mistakes in assessing the situation often have dramatic consequences: imagine the bosses of feuding families negotiating a ceasefire when someone confuses reaching for a handkerchief with an attempt to draw a weapon. If the PCs confuse a dark wizard with an eccentric scientist, they can become wanted murderers or even unwitting pawns of a villain wanting to summon the Devourer of Worlds.

FIFTH SUIT: THE REWARD

A successful team can count on a reward. Its exact value should reflect the adventure's mood, especially the difficulty of completing the mission and the experience of the characters.

■ ♠: **Technology.** After defeating the villain, the team will gain a new piece of experimental technology. It can be taken off the body of a defeated foe, or awarded by a grateful employer.

■ ♥: **Relationship.** This scenario will improve a relationship with an NPC. The group will gain a grateful ally or a regular employer - or maybe one of the heroes will meet the love of his life?

■ ♦: **Money.** Good work means good payment. This time the bank accounts of characters will gain a few extra Eagles.

■ ♣: **Fame.** The heroes will attract the media's attention, and all that brings: in-

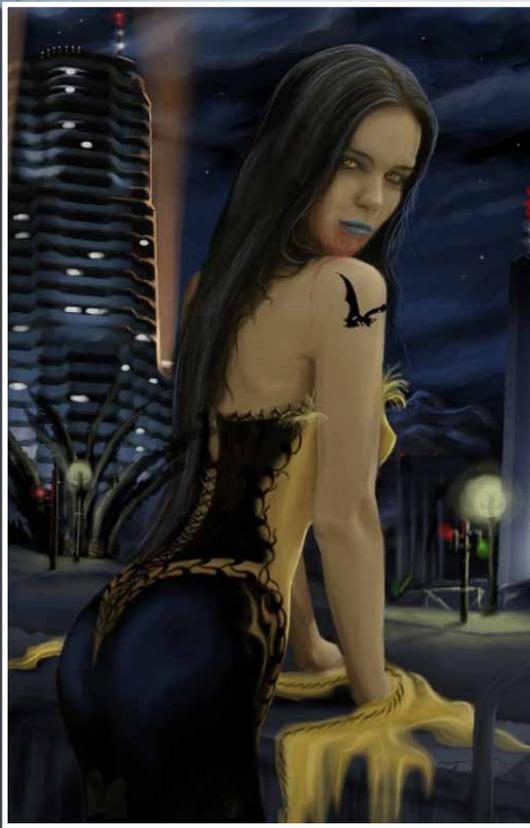
visitations to parties, medals, lecture opportunities or other expressions of public gratitude.

■ **Joker: Knowledge.** During the adventure, the heroes will gather some important information, which will come in helpful in the future, or reveal some mysteries from a PC's past.

2. CARD VALUE: THE ADVENTURE PLOT

FIRST VALUE: THE THREAT

The Horizon system is a dangerous place: a tangled web of the intertwined influences of gangs, corporations, noble families, and dark gods -



and the player characters. The first card will determine which one of these problems is the starting point for the adventure. If your campaign has a consistent theme, for instance a fight with the Horde or struggles between noble families, you can ignore this result.

■ **2: The Little People.** The ordinary citizens of the Horizon system have their own problems - and this time the party will be right in the middle of them. This adventure could be about riots caused by racial or economical conflict, a church-sponsored persecution of cyborgs, a crime of passion, the defense of a residential block or pacifying striking workers and eliminating their leader. The party may have to protect people being evacuated from the endangered area, or try to muster the district to take on out-of-control gangs.

■ **3-4: Organized Crime.** This story takes place in the underworld of organized crime. The heroes can meet ordinary gang members or Syndicate daimyos, take part in a massive illegal scam, smuggle stolen works of art on the boss' private yacht, conduct a massive vendetta or protect their family from ancient feuds. The stakes of this game will be not only wealth but also honor, reputation and the prestige of gangs.

Note: If the adventure is set on Bariz, treat this card as a King (Elite). If its set on Cor treat it as a Jack (Army).

■ **5-7: Dark Gods.** Even though *Nemezis* offers many different kinds of adventures, the main thread is fighting the reawakened gods. This is the case in this adventure: the party will face a dark cult, a single warlock or a monstrosity straight from the dark heart of *Nemezis*. The heroes will have to gun down the monstrous hordes, or search for the source of the insanity sweeping more and more districts of the city. The heroes will have a chance to thwart the plans of powers conspiring against mankind, and understand why humans cooperate with the Enemy.

■ **8-9: Corporations.** The ruthlessness and greed of corporations in the Horizon system - particularly Infinity - matches that of organized crime. This time the PCs will fight for influence, profit, money, shares, sources of important minerals, prototypes of new products and registered

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trademarks. The opponents will be heartless managers, looking for any opportunity to win over rival departments, faceless enforcers in grey suits, and low-level corporate drones. The stakes in this game are profits and nothing else.

■ **10: The Law.** The heroes will have to deal with officers of the law - either help them in their difficult duties, or try to avoid the relentless (but often corrupt) cops. The group will face heavily armored anti-terrorist squads, clever detectives, experienced sergeants, attractive vice agents, psychic investigators or criminals trying to escape justice. The central problem is related to justice and its conflict with the letter of the law.

■ **Jack: The Army.** The military has the most influence on Cor, but that doesn't mean the army isn't present on other worlds. Heroes can be simple soldiers, trying to disintegrate Horde monsters or avoid being eaten by them. They can also investigate a case against an officer, recruit volunteers, find supplies, look for comrades listed as MIA or test a new weapon. The scenario will probably be about how much violence is justified, and the conflict between a soulless military bureaucracy and a living, feeling soldier.

■ **Queen: Scientists.** The adventure revolves around scientific research - legal, forbidden, gone wrong or horribly right. The story will take place in sterile laboratories, secret institutes or on a scientific expedition. The heroes will have to denounce a fraud, stop a vile experiment, test the newest technology or to fight the results of failed experiments: a runaway monster, a supercharged psionicist, or a rogue AI. They could stop the theft of priceless data - or steal it themselves. And additionally they could catch a glimpse of the secret of immortality, or examine the ethical boundaries of science.

■ **King: The Elite.** The party will encounter the people on the covers of tabloids: nobles, politicians, sportspeople and other members of the social elite. The heroes will become pawns in the game of ambition, where the stakes are power and fame - they might conduct an investigation into a high-profile murder, protect a mogul, frame a leader of the opposition, try to find dirt on a celebrity, or represent a noble in a duel or a deadly race. They'll have a unique opportunity to improve their own station by cutting themselves a bigger slice of the cake. Among the omnipresent corruption, decadence and lies, the key question is who has the right to rule and what they must pay for it.

■ **Ace: Madman.** While the dark gods seem to revel in bringing insanity to humans, it can also result from misapplied psionics, trauma, various neurological factors or overdosing on pharmaceuticals. This adventure will force the party to visit the abyss of madness and stop a degenerate murderer, track down a psychopathic telepath, cover up an outburst of insanity in a noble family, or confront an insane military officer. This scenario will be focused on the horror of insanity, or the thin line between sanity and madness.



■ **Joker: Class Struggle.** Two environments are conflicted! Draw two cards, discarding any other jokers: these two groups are in conflict with each other. For instance, the heroes have to prevent a clash between the army and pacifist demonstrators, kidnap scientists for the Syndicate, take part in negotiations between a noble family and Infinity, or investigate whether a chain of macabre murders have been committed by a madman or a priest of the dark gods.

SECOND VALUE: THE HOOK

The value of the second card determines how the characters will get in trouble.

■ **2: A Mistake.** The characters accidentally stumble into the adventure by pure chance. Maybe someone confuses them with someone else: the mortal enemies of a local gang boss, a rescue group sent to find lost scientists, the heirs to a massive fortune, or ruthless mercenaries. Or maybe it's the heroes that fail to assess the situation correctly – they went into the wrong bar, or confused a local crazy hobo with an eccentric guru, reportedly able to awaken psionic gifts in people.

■ **3-4: Pit Stop.** The party reaches a place where something's already going on, and there's no possibility of escape. For instance the space station the characters visit is overrun by terrorists, the owner of the hotel they stay in is a cultist of the Devourer, or an annoying journalist is really a murderer working for the Syndicate.

■ **5-7: "I have a job for you..."** Perhaps the easiest way to begin an adventure: someone approaches the heroes, claiming that his village/city/planet is in great danger, and offering a reward. Or the party is forced into a limo, which drives them to the headquarters of a bald gentleman stroking a white cat, who mentions something about them owing him a favor.

■ **8-9: A Helping Hand.** This is similar to the previous example only without a payment or other bonuses. This time someone friendly – a relative, an ally met during the previous adventure, a bartender from the local watering hole or a pet finds himself in trouble, and only the PCs can save him.

■ **10: Accidental Discovery.** One of the heroes accidentally discovers some interesting information. Perhaps a hero overhears a group of rogue mercs planning an expedition into Horde territory on Cor, or a gang planning a major heist. One of the heroes can also be attacked, discover an old hologram containing a call for help in the memory of an old robot, or perhaps during a soiree in Infinity Tower he spots an old enemy – or former love of his life – in the crowd.

■ **Jack: Shadows of the Past.** The past always follows us, and we can't free ourselves from its influence. This time the scenario is all about the consequences of the heroes' earlier adventures: it can refer to a previous scenario, or someone's background. If none of the players has described the past of his character, so much the better: an adventure like this will give you an opportunity to fill in the blanks.

■ **Queen: Deepest Desires.** The hook is connected to the wants and needs of one of the heroes. They might draw the entire team in trouble to clear the good name of their love, their own honor or of their family. Or maybe they hear about the opportunity to obtain a valuable work of art, the only existing copy of a book rescued from Earth, or a unique, prototype cyborg implant allowing you to play video games while driving the car.

■ **King: Orders.** The heroes receive a direct order to take care of a problem. It might come from a nobleman owning the PC's base of operation, or obeying a ruthless mob boss might turn out to be the only way to save their lives. Or maybe one of



Cor's Generals will send an agent to make the heroes an offer they can't refuse?

■ **Ace: In Media Res.** The team reaches the entrance to a deserted bunker, pursued by the Horde. They try to find the last rescue capsule on a star liner under assault. They lie down on the edge of the roof, anxiously observing their target's bodyguards - or they're just about to deliver a passionate speech before the court, while the corrupt judge furrows his brow. Regardless, play out the action scene first, and later, when you calm down, let the players sort out how did they get into this mess.

■ **Joker: The Will of the Dark Powers.** The team has meddled with plans of a dark god, so it tries to deal with them once and for all. Maybe it terrifies them with nightmares, summons its agents or monsters to attack them - or maybe its servants arrange matters so that the players are considered cultists!

THIRD VALUE: THE GENRE

The actual plot development depends chiefly on the genre of the adventure. Each genre has each own way of presenting and solving the main issue. In some adventures the characters will have to wade through the black blood of Horde monstrosities, in others they will have to use their smarts, while others yet will test their psychic health to its limits.

■ **2: Journey.** There are multiple obstacles between the party and their ultimate goal. Such a simple plot can lead the team to forgotten ruins, a lost research station or a secret Syndicate base. Before you plan the obstacles, look at the players' character sheets - a good adventure of this sort should be varied and contain obstacles giving all the characters a chance to display their skills, or the team specialists will be the only ones able to solve the problem. Remember also that a steep cliff is often a more deadly opponent than a horde of crawler: players are more likely to invest in Fighting than Climbing.

■ **3-4: Horror.** The Horizon system is haunted by the presence of gods and infested with cultists,

which makes it a perfect backdrop for horror adventures. In role-playing games, fear derives from ignorance and feelings of helplessness: the characters must feel threatened, not knowing what's trying to take their lives or how to defeat it. Good horror should be surrounded by an atmosphere amplifying these feelings: mist, darkness, mysterious noises and grotesque vistas, or claustrophobic, narrow spaces.

■ **5-7: Investigation.** An unknown perpetrator has committed a great crime. This time the heroes have to discover which of the people with the necessary motive, opportunity, and predisposition have done the deed. There should be a fairly large group of suspects and a number of clues - some being simple red herrings, others pointing to the guilty party. Remember - gathering the information shouldn't be a serious challenge (that's why heroes have Notice, Investigate and Streetwise skills). The problem is figuring out where to look for the clues or how to interpret them when you finally find them.



■ **8-9: The Hunt.** The party must eliminate a threat, which is either hidden or actively evading the group. The heroes can hunt down a vile warlock, a psychopath on the run from a maximum security prison, a shred, or the rebellious daughter of an Infinity executive running away with a Syndicate soldier. This kind of adventure will probably make use of Streetwise or Tracking, and you will probably use the chase rules. The hunt is different from the investigation in that the former is about identifying the enemy, the latter about capturing them.

■ **10: The Heist.** To succeed in this adventure, the heroes are forced to break the law. Justice is often blind, and sometimes it serves the villains! The team will have to plan the crime and then set it in motion. Perhaps they will have to break into a heavily-guarded residence and steal a necklace with a cursed jewel straight off the neck of a pampered Barizian noble's daughter. Or maybe they will assassinate a corrupt police chief who secretly worships the Devourer, while avoiding contact with his subordinates. In such an adventure, the players' creativity is more important than their dice rolls: when preparing the adventure, remember that the plan most likely to succeed should be one that takes into account the PCs' best skills - a group of expert climbers will use windows and rooftops.

■ **Jack: Protection.** The team is responsible for saving someone or something: maybe they'll defend a fort against attack by the Horde, escort the two-year-old son of a famous scientist to his dad's new workplace, transport a cargo of unstable chemical substances or food for a marine

division. Whatever the object the PCs are protecting, there always is someone who wants to steal or destroy it. In combat, the players must remember that the stakes aren't just their own survival, so they'll need a good plan. The GM needs a good idea of the attackers' goals, and familiarity with the area of the adventure, so that both sides can use it to their advantage.

■ **Queen: Romance.** Love stories don't agree with all groups - some players aren't comfortable with roleplaying romance, others find it very enjoyable. The romance doesn't have to involve the heroes directly: maybe they have to assist a friend in winning someone's heart, or protect a young couple from the wrath of their families. A good romance contains a few canonical elements: a quarrel between lovers, a tragic mistake, or a misunderstanding about a loss or break-up - but a romantic plot rarely stands on its own. Draw another card, to contrast the romantic subplot with another genre, which will provide an interesting backdrop - and involve the players who aren't romantically involved.

■ **King: Intrigue.** The heroes are involved in a web of lies and deceit. The goal of intrigue is giving something value different than in reality, for instance getting in the Dean's good graces, framing innocents, saving the guilty from justice or selling contaminated drugs. This plot is similar to an investigation: the heroes have to discover the truth, and then prove it. The real difficulty is not discovering who the villain is, but convincing people that he is the real source of evil. The characters will have to use Persuasion, Intimidation, Streetwise and perhaps Taunt, if they publicly confront the bad



guy with a sharp tongue. Also, Lockpicking and Stealth will be necessary to gather the evidence.

■ **Ace: Drama.** You can't always tell the good guys and the bad guys apart. The drama genre focuses on human motivations rather than the situation around them, and requires the characters to take sides in a serious conflict. This adventure will test their values: will they help the starving inhabitants of wind-swept Ashite ruins to attack a supply train, or will they warn the rightful owners about the ambush? Will they reach out a friendly hand to an enemy in trouble? Will they help an heiress of the Gray Wolf clan to escape with a young Black Dragon, or will they save innocent people from the gang war that would ensue? Sometimes it's possible to find a compromise that will keep everyone reasonably happy. At other times, every choice has negative consequences - then drama will become tragedy.

■ **Joker: War.** The Horizon system is currently at peace - except for the war with the Horde - but an armed conflict between humans can break out at any moment. It doesn't have to encompass entire planets or major factions: the heroes can get involved in a struggle between crime or noble families, a private war between megacorporations about access to uranium ore, or a campaign against pirates. What matters is that blood has been spilled and no one can stay neutral - you have to fight or spy for one of the sides. During such an adventure you'll probably need the mass battle rules and some ideas for an exciting backdrop for skirmishes with the enemy.

FOURTH VALUE: PLOT TWIST!

An adventure where everything goes just as predicted at the beginning is boring. You need an exciting plot twist, which should happen just when the players have determined the kind of problem and the identity of their opponent.

■ **2: Disaster.** The activities of the villain or the heroes will result in a catastrophe - serious damage to the entire area - an earthquake happens, the river overflows, or the terraformers start to malfunction. Or even worse, the inhabitants of

the district fall ill with a weird disease, cyborgizations cause madness, and insects rain from the sky. From now on, as well as fighting the villains, the heroes have to deal with this terrible event and protect ordinary people from it.

■ **3-4: A Change of Scenery.** This simple plot twist will lead the plot into new scenery: an unmasked plotter leaves for his village manor, the trail of the kidnapped victims leads to ruins, or a gangster hides in the canals, planning to get to the spaceport and off the planet. This shift allows new characters to move into the spotlight - in the jungle the marine can replace the detective to investigate matters in the military camp.

■ **5-7: A Change of Genre.** When this plot twist occurs, the kind of adventure changes. When the investigation ends, the guilty party escapes and a hunt begins. During the journey, the heroes are overwhelmed by a feeling of terror, or a teenaged runaway joins them, and they must protect her. Before the characters manage to expose an intrigue, a war breaks out. You can select any genre fitting the current plot of the adventure, or try a surprising random combination.

■ **8-9: Change of Villain.** The current opponent turns out to be just a front for the real foe: the gang works for a corrupt CEO, a serial killer attacks because his mind has been taken over by a warlock, the monsters have been summoned by political conspirators. The heroes need to determine how to defeat the new heavy!

■ **10: Helplessness.** When push comes to shove, the team discovers that it can't shove back - they are helpless. For now; there is a technology, person, or circumstance which they can use to defeat their opponent. And so, the group must search the slums for a brilliant scientist that has fallen in with bad company and convince him to finish an experiment he started years ago. Or maybe invite a conniving ambassador to the only place on the planet where he can be arrested and sent back to his home system, while riots break out throughout the entire city.

■ **Jack: Mystery.** Thanks to the events of the adventure, the heroes discover a secret which will change their outlook on past events. A wanted serial killer turns out to be an avenger eliminating

cultists. Helpless members of a pacifist community are revealed as the producers of a dangerous drug. Or perhaps the mystery throws some light on the history of the setting or the characters: a runaway psionic murderer reveals to the defeated hero that he's his father.

■ **Queen: Role Reversal.** The initial assumptions of the heroes turn out to be false, and they realise they have been helping the wrong side all along! Their allies turn out to be villains, and the heavies - innocent victims of the flim-flammed team. The characters don't just have to deal with the primary problem, but also clear up all the confusion and restore any damage they have done.

■ **King: Far Reaching Consequences.** The party has to stop for a while and think about the consequences of their actions. Eliminating a wicked aristocrat can cause political chaos, and stopping cruel experiments can slow down research into the weaknesses of the Horde. If no-one except the heroes knows that they're doing the right thing, the characters must struggle to clear their good name. Regardless, the group has either to step back and leave the situation alone, or prepare to cause serious changes in the region or in their own lives.

■ **Ace: A Dramatic Choice.** The Horizon system is a good backdrop for dramatic challenges, and sometimes it's good to confront the players with a difficult dilemma which will alter the future plots of adventures. When two enemies escape in opposite directions, you need to decide which one needs to be pursued and prepare for the consequences of the other one escaping. When the characters find enough evidence that the leader of a psionic foundation is a black magician, they need to decide whether its better to make this public or eliminate him quietly. You can either work out two different paths of consequences, or draw two plot twists, and decide that depending on the actions of the group the adventure will go in one of these directions.

■ **Joker: Time Travel.** Not literally, of course - but during this adventure the players will be able to roleplay an episode using alternative characters living in the past, or their own heroes living ages ago. Perhaps their main characters are read-

ing the captain's log from a mysterious wreck, or investigating the first harbingers of the Horde invasion - they then can play the characters who played important roles in those scenarios. Perhaps an important event in the scenario will remind them of important events from their own past: hand them their character sheets and remind them what it was like to be a Novice.

FIFTH VALUE: THE CLIMAX

The final scene should be a memorable conclusion to the team's efforts, and a reward for their determined struggle to achieve their goals.

■ **2: Escape.** Perhaps the hardest task for any GM is convincing the party that they should run away. In this case, it's the only chance they have of saving their lives. Of course, they don't always have to retreat from the overwhelming enemy forces - the climax of the adventure can be escaping from an exploding space station, a crumbling corporate tower, or a jungle canyon flooded by a massive wave.

■ **3-4: Disclosure.** The identity of the current opponent is revealed. If the characters didn't already know who he was, in the final scene the villain reveals his face. If they had some suspicions, the climax confirms the identity of the evildoer: in this scene, he'll try to escape or confess. Maybe the heroes are the only ones to see his true face.

■ **5-7: Combat.** The most common, but also the most eagerly awaited, climax is fighting a powerful opponent: a Wild Card troubling the main heroes, or a large army of Extras. When the heroes' plasma blasters cool down, all problems have been solved.

■ **8-9: Chase.** The guilty party can't take it any more, and tries to escape. The heroes have to catch him, driving a motorbike through the narrow streets of a flying city on Bariz, fighting a blizzard on Ash, or sailing a canoe through rapids on Cor. Of course, when they will reach him, they'll have to fight, but the main conflict is based around the chase.

■ **10: Duel of Wills.** The opponent doesn't want to draw his weapon, or the heroes can't simply end

his life. They need to convince him to turn back from the wide road of sin, or that bloody vengeance won't solve his problems. Or at least frame him, or force him to blurt out his evil plan while the commissioner hides behind the curtain or in front of the key stakeholders.

■ **Jack: A Race Against Time.** The heroes have to perform a dramatic task in a given time. The time factor is a countdown on the bomb hidden in the sewers under Infinity Tower, or maybe they need to complete the mission before the Horde arrives. Or a cultist will end a dark ritual and unleash a horrible evil, or maybe a serial killer will lose his patience and murder the teenage hostage. Either way, the characters need to hurry and quickly dispatch any random encounters.

■ **Queen: Rescue.** The adventure will end when the heroes will save someone or something. Maybe they will rescue the hostages or victims of inhuman experiments from Infinity Tower. Or perhaps they need to recover a beautiful painting or the last bottle of a rare wine. This time the heroes don't need to hurry, but they need a good plan, since the safety of the rescuee is at stake.

■ **King: Here Comes The Cavalry.** When everything seems lost: the enemies are about to crush the heroes, the only way out crumbles, or everyone's overcome with a weird disease, the cavalry appears. This scene is the shortest kind of finale, boiling down to the moment the rescuers appear - but if well run it can guarantee a transformation from despair to elation.

■ **Ace: „Amazing! No-One in the Entire System has Seen this Before!”**

Draw another card for the climax and give it an amazing, larger than life feel. A chase might use prototype teleportation devices, the PCs unmask the criminal at the Whitehall heiress' engagement party, or the final combat is fought in

the ruins of Cor's largest bridge. Most of the time these are just special effects, but if they're flashy enough, the players will remember them for a long time.

■ **Joker: To Be Continued...** Draw another card for the climax, but arrange things so that the players won't be able to bring the adventure to a complete end. The dishonest manager will be fired by the corporation but avoid imprisonment, one of the gang leaders will survive, or the team will recover a mysterious ancient artifact with unknown properties. This way the players will understand that the story isn't over yet, and the adventure will have a solid sequel.

