

FENG SHUI VEGAS ORACLE

FACTIONS

	1-2	3-4	5-6
1-2	Dragons	Guiding Hand	Four Monarchs
3-4	Ascended (Bears)	Jammers	Ascended (Lions)
5-6	Eaters of the Lotus	New Simian Army	Independent Actor

MCGUFFINS

	1	2	3	4	5	6
1	Feng Shui site	Control of a Netherworld portal	Valuable sculpture	Ally on the police force	A vial of a dangerous virus	Roll twice!
2	Stack of gold bars	High tech blueprints	Sorcerous scroll	Ally working for the feds	An antidote to a deadly poison	
3	Footlocker full of unmarked bills	Historical documents of note	Book of forbidden history	Casino license	The ghost of a powerful sorcerer	
4	A valuable hostage	Valuable painting	Weapon of renown	Big glowing jewel	Access to Amazon's code base	
5	Treasure map	Rare food	Rare bottle of liquor/wine	Token granting one favor	A complete map of Las Vegas tunnels	
6	Talented minion	Scroungetech device	Ally in a casino	Sphere containing someone's memories	Safe deposit box key	

MOTIVATIONS

	1	2	3	4	5	6
1-3	Love	Revenge	Greed	Jealousy	Fear	Disruption
4-6	Legacy	Stability	Status	FOMO	Idealism	Amusement

PEOPLE

	1	2	3	4	5	6
1	Blackjack dealer	Casino waitress/waiter	Cop	Construction worker	Freelance web developer	Restaurant manager
2	Martial arts instructor	Filmmaker	Greeting card writer	Second story man	Club host(ess)	Singer (torch)
3	Pro video game player	Housekeeper	Yoga instructor	Assassin for hire	Tour guide	Pickpocket
4	Priest/preacher	Casino Board member	Performance artist	Race vehicle driver	Experience designer	Stand-up comedian
5	Tourist	Professional poker player	Limo driver	Bookkeeper	High end private chef	Helicopter pilot
6	Judge	College student	Convention attendee	Tout	Retail clerk	Journalist

LOCATIONS

	1	2	3	4	5	6
1	A Strip casino	A UNLV classroom	An RV park	Madame Tussaud's	Buffet kitchen	A Fremont St. casino
2	A martial arts dojo	Las Vegas City Hall	A shopping mall	A low rent casino way out of town	A high end penthouse suite	A speakeasy
3	Meow Wolf's new art installation	The Neon Museum	Hoover Dam	The middle of the desert	The Shark Reef Aquarium	A sewer tunnel
4	McCarran International Airport	A Cirque Du Soleil show	A pawn shop	A strip club	A Denny's	A motel
5	Machine gun shooting range	High Roller Ferris wheel	The Mob Museum	A pro sports game	Backstage at a casino show	A wedding chapel
6	A second-run movie theater	The Circus Circus amusement park	The Fremont Street Experience	An under-construction skyscraper	UNLV sporting event	Stratosphere Tower observation deck

HOW TO USE THIS

You can choose a table entry or you can roll a couple of six sideds and cross-reference the results. A roll has two results, depending on which die is the columns and which die is the rows.

Choose two Factions. Each of them is interested in the McGuffin(s) for reasons which grow out of a Motivation. Choose one Person; that's the person most directly connected to the McGuffin right now. They might have it in their possession, or they know how to get it, but in some way they're the key to it.

Add more Persons as you like; three is a decent number. Attach them to the Factions or each other or the McGuffin. Use the Motivations to figure out why they're attached, as needed.

Choose a Location; that's where it all starts. Figure out how to have a fight scene there. Choose another Location whenever you need to figure out where a plot element is.