

Wuxia Oracle

Diamonds		Hearts		Clubs		Spades	
A	A brother & sister, separated at birth and raised in very different circumstances, soon to meet once more.	A	A member of the Celestial Bureaucracy, in charge of balancing the world's positive and negative Chi.	A	A team of martial artists, each specializing in a different school, and each sworn to be the one who slays their mutual foe.	A	A vast conquering army, darkening the plain with their numbers, and shaking the earth with their marching tread.
2	An ancient sage, preparing to train his final pupil.	2	An aging recluse, the last master of a powerful martial technique.	2	A supernatural creature, yearning to become human.	2	A contemplative garden, weeded and raked by a singularly ill-tempered old man.
3	A rebellious student, about to take precipitous action before he is truly ready.	3	A rabble-rouser and rebel, pursued by Imperial troops.	3	A foreigner, outlandish in dress and manners, trying to recover his lost property.	3	An exorcist, conducting a group of Hopping Vampires back to their graves in a far province.
4	The crumbling ruins of a once-proud temple, now forgotten and abandoned.	4	A master calligrapher, who knows all the ancient forms of the character for 'sword'.	4	A girl with green eyes, kidnapped to be the bride of an immortal sorcerer.	4	A Court Judge, traveling with his wives and entourage, seeking refuge from a sudden storm.
5	A vengeful woman, betrayed by her lover and her serving-girl.	5	A country bumpkin, easily taken advantage of by shrewder folk.	5	A supernatural weapon, thirsting for blood.	5	A site where wicked ghosts gather and dance.
6	An oppressive warlord, scouring the countryside for imagined enemies.	6	A wise hermit, master of an unusual and difficult martial art, looking for the proper student to teach before he dies.	6	Self-serving aristocrats, angry at a mysterious thief who has been robbing them without a sound or trace.	6	The various suitors of a great lord's daughter, tasked with an impossible mission in order to win her hand.
7	The lovely daughter of a rice-farmer, pursued by suitors above her station.	7	A pearl of great value, found by a simple fisherman.	7	An animist sorcerer, living alone and wild in the forest.	7	An outcast god, searching the land for a sacred manuscript that has been lost for ages.
8	A deadly assassin, skilled in the technique of the Death Touch.	8	A haunted site, where the ghosts reenact their grisly murders.	8	A fox-spirit, tricking and deceiving everyone she meets.	8	A delinquent son, unable to live up to his father's expectations.
9	The mighty Emperor himself, whom no person is permitted to approach.	9	The denizens of a small town, their spirits crushed by oppressive taxes.	9	The Five Elemental Lords, taking human form in order to settle an idle wager.	9	A secret martial arts tournament, where the penalty for failure is death.
10	A prestigious monastery, home to an order of warrior ascetics.	10	An officer in the army, sworn to do his duty despite his misgivings.	10	A duel between chosen champions, before the walls of a besieged city.	10	A troupe of traveling actors and acrobats, hiding fugitives in their midst.
J	A courtesan, troubled by the terrible events of her past.	J	A swordsman from a distant province, concealing his broken heart behind a stern visage.	J	An exotic weapon, bearer of legends, revered by many; stolen by one.	J	A winsome girl, sweet-tempered and too innocent for the company she keeps.
Q	A mountain fortress, cunningly defended, but vulnerable to treachery from within.	Q	A child, born in circumstances matching a heretical prophecy.	Q	The student of a great master, who suddenly achieves enlightenment.	Q	Steel blades flying out of the night, missing their target by scant inches.
K	A legendary weapon, presented as tribute to a great ruler.	K	A contest of skill, which suddenly turns deadly.	K	A lovely female assassin, her mystically prehensile hair wound and pinned into an elaborate coiffure.	K	A tiny noodle shop, warm with steam, frequented by insular neighborhood regulars.

LAND BETWEEN TWO RIVERS ORACLE

Diamonds		Hearts		Clubs		Spades	
A	A hermit piling stones on the sides of an ancient crumbling tower, building his defenses against a coming battle.	A	A caravan trading in purple dyes from Canaan, hiding a stolen teraphim.	A	A rusting war-chariot, drawn by a pair of aurochs who have inexplicably yoked themselves to the vehicle, with a dead soldier slumped in the seat.	A	The lantern of Girru, which brings light and civilization to all whom it shines.
2	A qedeshot who, after laughing at an erib biti's sexual performance, was cursed to never stop laughing.	2	A wandering goat, a sin offering from a mountain tribe that was sent into the wilderness, but cannot die.	2	A weapon made of a strange metal that thirsts for the blood of priests and gods.	2	A ladder that climbs all the way to heaven itself.
3	An old, blind astronomer who wants to see a star of Great Portent before he dies.	3	The world's least credible astrologer, who insists that this time, his prophecy of doom is surely accurate!	3	A battlefield where both sides paid a heavy price.	3	A silent little girl who gives everyone she meets the Evil Eye.
4	A scribe who believes that the tablets he etches are talking with him.	4	An ancient warrior whose youth returns to him during the akitu festival, gone mad.	4	A board for the Royal Game of Ur, whose talking pieces offer flawless military advice.	4	A prophet who claims an invasion from the distant sea will overthrow the world.
5	An escaped slave who claims to be the exiled king of a great city-state.	5	The daughter of the Tigris River, whose wild revels are as deadly as they are legendary.	5	A devastating defeat on a battlefield that has somehow turned into a victory.	5	The flood of a great river.
6	A robber who has stolen an item from one of the Imhullu -- and who's fleeing for his life.	6	An oil made from the blossoms of Ishtar, an oil that helps one find their true love.	6	The breath of Dahak, an evil wind that brings plague and fear.	6	A grove of olive trees whose fruit tastes like honey, and a cedar wood whose bark can be refined like iron.
7	A wrestler who wants to challenge a demi-god to a match.	7	An ancient ziggurat, unnaturally preserved, abandoned except for a cursed tailed star that's held at its summit.	7	A proud soldier of Assyria, who holds everything except his city in contempt.	7	A teraphim of a forgotten god.
8	A procession of old women recreating the death drama of Tammuz, cursed by an exacting task mistress until they "get it right".	8	A man building a huge boat to save mankind when the next Flood comes.	8	A peace treaty that is the object of scorn and ridicule from both parties.	8	A great winged serpent constantly flies over a village, although no one knows who it is or why it's there.
9	A sly wizard claims he can command the waters of the Tigris with a magic staff.	9	An obelisk whose inscription cannot be read by the wisest sage.	9	A wandering pride of Syrian lions, ravenous from starvation.	9	An engineer who works for a vain king, determined to build a tower taller than any structure that could ever be built.
10	A farmer who has yoked the Bull of Heaven and is using him as a stud.	10	A lilitu, who fills all of the men in the vicinity with uncontrolled lust.	10	Soldiers are drawn into a strange cult from the western wastes.	10	A man who has just lost his virginity to a qedeshot.
J	A lame shepherd boy, despised and taunted by his fellows, wants to know the reason why men suffer.	J	A luckless ishib, who, about to perform an important ritual, cannot seem to get himself clean.	J	A man with a wound that will not heal.	J	A wheel that will not stop turning.
Q	A lamashtu, in search of the perfect nightmare with which to plague the dreams of mankind.	Q	A lamashtu, in search of the perfect nightmare with which to plague the dreams of mankind.	Q	A city-state with a paranoid king, who believes the world is out to kill him, is about to execute sixty traitors.	Q	A barren woman who has stolen Fertility from Ishtar, making herself the only creature in the world capable of giving birth.
K	An Anzu, who was given the tablets of Fate for safekeeping, but has misplaced them.	K	The demigod Gilgamesh, cursed with immortality by Ishtar, spurned for the friendship of the long-dead Enkidu, whom he still mourns.	K	A great war council, where allies are meeting to plan a treacherous assault.	K	The god Marduk, angry at the world for disturbing his sleep.

Pirate Oracle - Letters of Marque and Reprisal

Diamonds		Hearts		Clubs		Spades	
A	A pirate-hunter turned pirate, betraying his oath to the Crown.	A	A young widow, her husband lost at sea, seeking knowledge of his fate.	A	A ship said to be cursed, her crew doomed never to set foot on land again.	A	A galleon loaded with Aztec gold, commanded by a sneering Spaniard.
2	A ship stricken with scurvy, her sailors sickened and weak, unable to defend themselves.	2	A pox-scarred sailor, rough and unshaven, becoming drunk and violent over a perceived slight.	2	A compass said to point only to one's heart's desire -- or perhaps it is just broken.	2	A Royal Navy ship-of-the-line, commanded to hunt down pirates.
3	A brace of pistols, of fine craftsmanship, carried by one who knows nothing of how to use them.	3	Flotsam and jetsam, washed ashore after a sea-battle.	3	A legendary sea monster, said to entrap ships within it's coils and crush their timbers.	3	The Navigator's rutter from a Dutch explorer's vessel, showing sea-routes not known to other nations.
4	A young Naval Midshipman, assigned to deliver a message to the Governor.	4	A peg-legged pirate, who has seen many things in his days at sea, and will tell of them, for a price.	4	Dolphins, seen frolicking in the bow-wake of a ship, perhaps leading it toward it's goal.	4	A diamond necklace, ripped from the throat of a great lady.
5	Captured Spanish charts, carefully copied, and used by the Royal Navy.	5	A plague-ship, spurned by all and unable to make port.	5	A tattoo artist, who claims that his work can give mystical aid to the wearer.	5	A fast ship, sloop-rigged and lightly armed, running before the wind, trying hard to escape pursuit.
6	A sinking ship, it's rats fleeing down the anchor chains.	6	A spy-glass, lovingly cared-for, in a leather case.	6	A sea-chest, containing a preserved human heart.	6	Hidden reefs, endangering any ship which passes over them at low tide.
7	A fortified town, held for ransom by it's captors.	7	An unknown ship, flying a false flag.	7	A silver snuff-box, with a secret compartment in it's base.	7	An English merchantman, sailing homeward loaded with cotton, tobacco, and rum.
8	A pirate captain, married fourteen times, who has strangled each of his wives in turn before throwing them overboard.	8	Betrayal and treachery!	8	A cat-o'-nine-tails, caked with the blood of the man flogged with it.	8	A troop of musket-armed Marines, standing at attention for their Lieutenant's inspection.
9	A Corsair, recently escaped from his enemies, rowing away in a small boat.	9	An amber signet ring, which belonged to a Duke before it was ripped from his finger.	9	A cursed coin, said to bring ill luck to it's owner.	9	The foppish commander of a Naval unit, more interested in furthering his own ambitions than in pursuing his orders.
10	A Spanish treasure-ship, laden with gold and gems, caught by a storm and forced aground on a deserted island.	10	A French pirate, so feared that his victims often prefer to take their own lives rather than face capture at his hands.	10	The severed head of a pirate, it's beard and hair black and tarred.	10	A course laid through shark-infested waters.
J	A Quartermaster, lately accused of cheating when dividing up captured booty.	J	An English buccaneer, a former Naval officer, skilled at ship-handling.	J	A wrecked ship, sunk in shallow water, said to be full of treasure and the ghosts of the men who went down with her.	J	Letters of Marque against the enemies of a European Crown.
Q	Mutineers, conspiring to seize control of their ship.	Q	A bawd, procuring young girls for a dissolute nobleman.	Q	A madwoman, said to be a witch who can control the weather.	Q	A man willing to sail to the edge of the world to get revenge upon those who have wronged him.
K	Fo'c'sle gossip blaming the ship's misfortunes on a crewman who killed an albatross.	K	A sailor, adrift, clutching a floating cask half-filled with rum.	K	The fearsome figurehead of a ship, carved in the form of a maiden bearing a human skull in her hands.	K	Forged documents, implying that their bearer speaks for the Crown.

Pirate Oracle - Cutlass and Dagger

Diamonds		Hearts		Clubs		Spades	
A	A dagger, it's blade dripping with viscous green poison.	A	The chief administrator of a Crown colony, fearing dismissal.	A	Legends tell of a creature of the deep, a leviathan, which haunts the waters off Bermuda.	A	A beautiful foreign spy, with a dagger concealed in her bodice.
2	A diplomatic envoy to a foreign power, sent to negotiate a peace treaty.	2	A gala fete at the home of the island's wealthiest lord, where the rich gather and display their wealth.	2	A black cat, which always seems to be nearby, purported to be a witch's familiar.	2	Cutthroats and scoundrels, forced to seek honest work.
3	A press-gang, rounding up sailors to crew a Naval vessel.	3	A social gaffe which leads to a duel of honor.	3	A heavy, ornate gold cross affixed to a chain, once the property of a Conquistador cursed and slain by the Aztecs.	3	The dark and silent First Mate, greedy for gold.
4	A dashing hero and a dastardly villain, dueling on a narrow spit of land revealed at low tide.	4	A secret benefactor, aiding another for (seemingly) altruistic motives.	4	A treasure hoard, it's location known by only three souls -- the three people who robbed and murdered to get it.	4	A mincing Spanish Grandee, with oiled locks and an oily smile.
5	A terrorized prisoner, forced to walk the plank.	5	A cruel reversal of fortunes, which leaves it's victim suddenly poverty-stricken.	5	Worn ropes and rotting spars, showing plainly that a ship has seen better days.	5	A representative of the East India Company, officious and businesslike.
6	A privateering ship, well-equipped, but with a crew both naive and overly optimistic.	6	A daring military officer, rumored to have once attempted to steal the Crown Jewels.	6	An ill-tempered sailor, bearing many lash-marks across his back, and a fetish bag to use against the cruel officer who marked him.	6	A French duelist, deadly with a rapier, looking for his enemy.
7	A cask, roped and tarred, full of brandywine smuggled all the way from England.	7	A scandal suddenly revealed, throwing a family into chaos.	7	A learned Englishman, who's sea-chest contains many heavy books of lore, reputed to be an alchemist.	7	A bewigged merchant, haggling over the price of a cargo.
8	A whaling ship, blown off course by a storm, and into southern seas.	8	A man who, they say, is the very spitting image of a famous (and famously dead) pirate; it's as if the scoundrel were reborn into new flesh.	8	An agent of the Crown, pursuing the members of a secret and treasonous society.	8	A proclamation by the Governor offering 500 pieces of eight for the capture of a particular pirate; and a proclamation by the pirate, offering 5,000 for the capturing the Governor!
9	A traitor, marooned for many years on a desolate island, now gone savage and hardly sane.	9	A cunning spy, always in disguise, who's true features are unknown.	9	A heretical preacher, converting sailors from his fo'c'sle pulpit.	9	A proclamation of a new tax levied by the colonial Governor, nailed to a notice board in town.
10	A pair of captured pirates, chained together and being marched to the gallows, not knowing the fate of the third captured member of their crew.	10	A pardon, offered for any pirate who betrays his crew and captain to the Crown.	10	A voodoo houngan, practicing his beliefs secretly aboard ship.	10	A smuggler's ship, with lights showing low on the water, signaling her contacts.
J	An escaped slave, now a buccaneer captain feared by all.	J	A band of cutthroats, in the pay of a foreign Crown, gathering secretly in the jungle.	J	1, Jack of Clubs - Longboats rowing out to rendezvous with a ship, after dark.	J	A Priest of the Inquisition, seeking heretics in the New World, and finding many whom he wishes to see burn.
Q	A prize ship, damaged and sailed by a skeleton crew, making their way back to a safe haven.	Q	A spy's paymaster, on the run with a chest of gold.	Q	An actor and playwright, on the run from his creditors and his critics.	Q	A plaguing swarm of biting insects, carrying disease.
K	A stowaway with a vendetta against one of the ship's company.	K	A lone figure, knife clenched in his teeth, scaling a high tower.	K	A masked ball, where many assignations are planned.	K	A cloaked and hooded figure, skulking in the shadows.

Pirate Oracle - Black Sails on the Horizon

Diamonds		Hearts		Clubs		Spades	
A	A former slave, leading a revolt against the owners of the plantations.	A	A colorful parrot, with colorful language, perched on a sailor's shoulder.	A	The curse of a Voodoo woman.	A	A swashbuckling pirate captain, who has lost his ship.
2	A meeting of the leaders of the Brotherhood of the Coast, held in a secret and unlikely location.	2	A woman with a mission, disguised as a member of the ship's company.	2	A fearsome pirate, wreathed in brimstone-stinking smoke.	2	The son of a pirate, desperately trying not to be drawn into the trade.
3	A hook-handed sailor, scarred and weathered, looking for a billet.	3	A silver-tongued captain with a will of iron and a heart of gold.	3	A deal with the Devil.	3	A ship bearing a cargo of convicts, being transported to plantations in Jamaica.
4	The First Mate of a merchantman, who always keeps a belaying pin close at hand to maintain order on deck.	4	A tattered flag, symbol of a notorious pirate, washed up on the beach.	4	The sighting of a ghost ship, crewed, so it is said, by drowned men.	4	A sea-battle, the decks of both ships awash with blood.
5	A scrimshaw-covered piece of ivory; a map for those with the wit to read it.	5	A ship becalmed, with supplies running low, and desperation rising.	5	A rum-bottle, said to contain a draught from the fabled Fountain of Youth.	5	A ship adrift, abandoned in haste by her crew, for reasons unknown.
6	A deadly duelist, hired to slay a nobleman in a trumped-up duel.	6	An infection of pox sweeps through a ship's crew, striking down those of weak constitution.	6	A skull-shaped island, a domain of the Devil, which can only be found by sailors on the verge of death.	6	A notorious pirate, now down on his luck and drunk on rot-gut rum.
7	Caribbean Indians, lithe and strong, toiling bare-backed in the hot sun.	7	A pirate fleet, bearing down on an unsuspecting port.	7	A fog, thick and cloying, within which strange shapes can be seen moving.	7	A pirate sloop, in good trim and seaworthy, but which has yet to take a prize.
8	A pirate, gold rings in his ears and a patch over one eye, swearing a mighty oath and daring God to strike him down.	8	A map showing the path to buried treasure, a blood red 'X' marking the spot.	8	A phantom vessel, seen and then unseen, striking at will along the shipping lanes.	8	A ragged stowaway, searching for her lost brother.
9	A Marine sharpshooter, crouched in the Crow's Nest, drawing a bead on his target.	9	A pet monkey, trained to do tricks.	9	A tribal shaman, praying to his mysterious gods, cursing the Europeans who have come to his land.	9	An area of shoals, known to rip the bottom out of any ship larger than a sloop.
10	A ship bearing a wealthy passenger, on the King's business.	10	A buxom barwench, secretly in love with a man above her station.	10	A bejeweled rapier, who's razor-keen edge never dulls.	10	The Cabin Boy, scrambling nimbly through the riggings, espying something he should not have seen.
J	A merchant sailor, ready with his fists, and spoiling for a fight.	J	A white-clad dandy, affecting genteel airs.	J	A pearl of great price, said to make its owner proof against both poison and disease.	J	A violent storm, driving waves over the deck and sweeping sailors into the sea.
Q	1, Queen of Diamonds - A dusky-skinned native beauty, sought after by many men.	Q	A female pirate, red-haired and wild, brandishing her pistols against a crowd of men.	Q	The legend of the Sea-Hag, a female figure drenched in blood, who haunts these waters, drawing sailors to their doom.	Q	Dangerous currents, driving ships toward a rocky coast.
K	A successful merchant, who's ships seem never to encounter pirates as they ply the sea-lanes.	K	A dashing Naval officer, setting out to sweep the Caribbean free of pirates at any cost.	K	A sea-captain widely rumored to be possessed by a demonic force.	K	A Dutch merchantman, carrying a rich cargo.

Pirate Oracle - All Ashore

Diamonds		Hearts		Clubs		Spades	
A	Cibola, the fabled Aztec City of Gold.	A	A tavern, frequented by scurvy dogs and scoundrels.	A	A Mayan temple, rumored to be ornamented with beaten gold.	A	The daughter of a Royal Governor, with piratical dreams.
2	A force of soldiers on patrol, keeping the peace.	2	A fort on an isolated island, ripe for capture.	2	A ruin, said to be haunted by ghosts.	2	A pirate haven, doomed to be consumed by the hungry sea.
3	A mule train, laden with silver, making it's way through the jungle toward the coast.	3	The ruins of an old Spanish mission, long abandoned.	3	A lake, far inland, where the natives ritually drowned sacrifices by weighting them down with gold.	3	A castaway, marooned on an otherwise uninhabited island, left only with a pistol and one bullet.
4	A coffle of prisoners, being led to the gallows by soldiers of the Crown.	4	A village of natives, who have learned not to trust Europeans.	4	Deep caverns, where the Aztecs once hid their gold from the Conquistadors.	4	A chest of gold, buried by someone fated never to return for it.
5	A tribe of cannibals, hungry and dangerous.	5	A merchant with a reputation as a cheat, who comes offering a bargain.	5	The body of a dead buccaneer, staked out in the surf by Royal decree, until three tides have washed over it, then to be buried in an unmarked and unhallowed grave.	5	Half a map.
6	A night watchman, with a willingness to look the other way for monetary consideration.	6	A sugar plantation, where slaves labor in the relentless Caribbean sun.	6	A deadly whirlpool, dragging in any ship within reach.	6	A Spanish fortress, and the beautiful girl imprisoned there.
7	A river, infested with piranha, which must be crossed.	7	A wealthy landowner, resplendent in his powdered wig, riding in a carriage with his lovely daughter.	7	A deck of Tarot cards, soaked with salt water, with one Trump card missing.	7	Street urchins, begging for coins.
8	The Royal Governor, who hates pirates with a passion born in Hell itself.	8	A doxy with an eye for easy money and a penchant for liquor.	8	A dilapidated Spanish mission, with a mad priest as it's only caretaker.	8	A peg-legged old man with a watchful eye.
9	A ship, lying at anchor in a secluded cove, her crew ashore gathering fresh water and supplies.	9	A street-preacher, condemning all who pass by for their sin and depravity.	9	A tunnel running underneath a fortress, it's walls grimy and slime-encrusted.	9	A 'retired' pirate lord, fat and wealthy, jealously guarding his power and position.
10	A necklace of pearls and diamonds, given as a gift to a dockside whore.	10	Six skeletons, pirates all, hanging in iron cages from a high cliff over the port -- a message from the Governor.	10	A turquoise mask, fashioned for a native prince's funeral, stolen by Conquistadors.	10	Buccaneers, encamped on the beaches of a verdant island.
J	An Irish doctor, transported as a criminal, now making his way in the world in a different profession.	J	The town gaol, made of heavy stone and dripping with moisture, patrolled by oafish and abusive gaolers.	J	A deep pit, festooned with traps, rumored to have buried treasure at it's bottom.	J	An island known to be the habitation of wild goats.
Q	A Spanish lady, veiled against the harsh Caribbean sun, borne along in her carriage.	Q	Thieves and cutpurses, lurking in dingy alleyways.	Q	The widow of a sea-captain, who walks the rooftop balcony of their home, forever watching the sea.	Q	A hidden cove, ideal for careening.
K	A youth, cruelly abused, who finally strikes back against the abuser.	K	A boisterous crowd of revelers, spilling from a tavern into the street.	K	The mummified body of a tribal chieftain, brought down from the mountains.	K	A sudden storm, which drives ships into the nearest port.



Doctor Who Oracle

Diamonds		Hearts		Clubs		Spades	
A	An intelligence that lies dormant, waiting for its time to rise.	A	An army of robots, controlled at one remove by a sinister hand.	A	Creatures that feed on temporal paradox.	A	The last member of a dying race, and the truth that dies with him.
2	A group of Daleks seemingly unconcerned with the affairs going on around them.	2	An ancient race, emerging from the sea.	2	An alien visitor who commits terrible deeds out of misguided love.	2	A mega-city, teeming with life, with a seamy underbelly.
3	The monster that hides under the bed.	3	A man or woman transformed by alien technology.	3	The alien that inspired a category of human folklore.	3	The colonization of a supposedly uninhabited planet.
4	The Master, but not as we've seen him before.	4	A stricken space-ship orbits a dying sun.	4	Gallifrey, the home of the Time Lords.	4	A wondrous new technology achieves the impossible - but at a heavy cost to its inventor.
5	Ethereal things that take over human forms for their own dark ends.	5	A vast, sealed underground complex	5	The end of a world.	5	A war that has continued for ten thousand years.
6	A hundred bodies in cryogenic sleep, woken before their time.	6	A spacecraft on the verge of a momentous first contact.	6	A parallel universe where everything's the same only a little bit different.	6	A whole town trapped in a time loop.
7	A young child, buffeted by strange forces, yet with her own inner strength.	7	A band cut off from ordinary civilization, relying only on each other to survive.	7	A woman whose greatest skill is her darkest secret.	7	An old man, jaded with the world.
8	A mother who has lost her child, even though the child yet lives.	8	A doctor, tending to the dying, waiting for his own death.	8	A reunion between long-separated friends - and enemies.	8	A soldier, fighting with the knowledge she will lose.
9	A teenager trying to find their place in the world.	9	A dying man with one unfulfilled dream.	9	The assassination of an influential politician.	9	A great leader is threatened by forces from without and doubts from within.
10	A struggling author completes a work which, we know, will be a masterpiece.	10	A famous artist completes a great work - which is lost to time.	10	The members of what will be an unsuccessful revolution.	10	The day a famous person disappeared from history.
J	The year before a great war claims many lives, and the young men soon to fight in it.	J	A period of great social strife and the people caught up in it.	J	A historical mystery, perhaps touched by alien influence.	J	A tragic event that even time travelers dare not avert.
Q	The death of a companion.	Q	Cybermen in an unexpected place, seeking an alliance.	Q	Natural disaster that threatens to kill an important historical figure that should not be there.	Q	A young warrior, compelled to protect the Doctor through violent means.
K	Another time traveler who seeks to stop the Doctor from changing events.	K	The leader of a doomed people.	K	A piece of seemingly harmless, commonplace technology is used by an alien for deadly purpose.	K	A human military unit that is determined to face the enemy.

Possible Rules Tweaks:

- No one plays the Doctor, even as an NPC, but anyone can narrate him.
- The Doctor is a shared PC or NPC character with no Best Interests – he can choose them when he has a handle on the situation.
- You can burn your character's name off the "We Owe" list to bring the Doctor into a conflict on your side (through narration).

Mirrorshades Oracle

Diamonds		Hearts		Clubs		Spades	
A	A rebellious sim-stim starlet and her controlling corporate handler.	A	A gluttonous and corrupt politician, seeking to fill his boundless appetites.	A	A high-end orbital casino for the nouveau riche.	A	A vat-grown ninja assassin, too curious about the outside world for his own good.
2	A hardened private investigator hunting the man who killed her partner.	2	The best noodle shop in town, run by an infamous ex-hacker who got out while he still could.	2	A scuffle between two vendors at a body-modding conference where all the newest prototypes are being shown.	2	The powerful head of an orbital data brokerage.
3	A jaded reporter covering the criminal beat.	3	The workshop of a tinkerer whose only friends are his own inventions.	3	An underground bloodsport arena with few rules and fewer survivors.	3	A neo-Victorian businessman slowly dying of cancer.
4	A 10-year-old urchin boy with a perfect memory.	4	A junkyard out on the edge of town, guarded by robotic dogs.	4	The clone of a rich woman, dreaming computer-generated dreams in her cryogenic sleep.	4	A cheap pistol with polymer grips bearing a dragon logo, recently fired and left in an alleyway.
5	An honest cop driven to desperate means.	5	A nightclub for the extreme body-modification crowd.	5	A corporate bodyguard, thick with grafted animal muscle.	5	An offshore oil rig, lined with explosives and overinsured, and its unsuspecting crew.
6	The office of a lawyer who holds a corporations skeletons in his closet.	6	A briefcase full of data, drugs, and money, attached to the wrist of a courier.	6	A highly-customized, high-speed delivery vehicle with a matte black finish, and its driver.	6	The secret alliance of two corporations against a third.
7	The research vessel of a half-mad oceanographer with gill implants.	7	A legendary cyberdeck cowboy with a price on his head.	7	The sabotage of the first operational space elevator by its competitors.	7	A vast warehouse of meat-growing vats and a vat-grown overseer who has never been outside.
8	A soldier, now more machine than man, with only a memory of what it was like to be loved.	8	A Turing policeman hot on the trail of a sentient AI.	8	The only Operating Room capable of performing a new high-end surgery.	8	The constructed personality of a dead hacker, now free inside the network.
9	A space tug full of neo-Rastafarians.	9	A microfilament knife in the thumb of its wielder capable of cutting through anything.	9	The public unveiling of a new model of "near-sentient" pleasure robot, its proud creator not knowing he has succeeded beyond what he intended.	9	A shipment of anti-tank missiles purchased by a street gang.
10	The corporate database of an online bank, protected in the Grid by lethal neurofeedback firewalls.	10	The designer of an online game so immersive those who are not careful waste away and starve.	10	A military-grade icecutter fallen into civilian hands.	10	A government spook whose allegiances not even his employer truly knows.
J	A mule with implants to smuggle both designer drugs and valuable data.	J	A celebrity lookalike prostitute who murders her clients.	J	A man who can get almost anything, for a price.	J	A young but heavily modified street samurai.
Q	An ex-Special Forces commando, now for hire to the highest bidder.	Q	A burned out building with a secret tunnel underneath, and its only resident.	Q	A heavily tattooed Yakuza, both shrewd and full of hate.	Q	A gang of dog-men who hunt their rivals by scent.
K	A back room OR of a black-marked surgeon.	K	The assassination of a Yakuza clan head by his most trusted friend.	K	A violent crew of Marxist Luddites enraged at what Capitalism has wrought.	K	Illegal pheromone emitters in a high-end callgirl.

Western Oracle - Cowboys and Indians

Diamonds		Hearts		Clubs		Spades	
A	An old cannon with a broken wheel.	A	A silver dollar with a bullet hole cleanly through the center.	A	A lonely mesa, a day's ride out of town.	A	An Indian's Colt pistol with a silver rattlesnake inlay on the grips.
2	A retired gunfighter who can't seem to "stay" retired.	2	A box full of gold buried in a half-forgotten cemetery.	2	The sudden discovery of a gold deposit in Ute territory.	2	A sacred mesa, defiled by rapacious miners, and the price to be paid.
3	A young feller, dangerous with whiskey and beginner's luck, trying out his new sixgun.	3	A former Confederate soldier who hasn't yet given up the war.	3	Two men on horseback watching the town below from atop a high ridge.	3	A barber-dentist who both gambles and drinks to excess.
4	An entrance to a huge sinkhole, hidden in the scrub.	4	A man taking up a gun for the first time, ready to kill.	4	Vultures circling over a distant butte.	4	A desperate group of Mexican outlaws on the wrong side of the border.
5	A stagecoach full of strangers traveling together.	5	The boy who out-ropes and out-rides everybody on the cattle drive... isn't a boy.	5	A Mormon handcart company starting West far too late in the year.	5	A black ex-slave not afraid of hard work.
6	A Chinese railroad camp and the hatchet-wielding highbinders who run it like a prison.	6	An Apache war party lying in a dry riverbed.	6	The girl who shot her husband in the neck.	6	A corrupt Indian agent buying cases of liquor.
7	A wagon train headed into Indian territory without sufficient knowledge or preparation.	7	A shattered man pardoned from a prison work camp.	7	An Indian trading post on the edge of a deep valley.	7	A "mail-order bride" come from back East to meet her new husband.
8	A dude from back East discovering the West isn't quite what he expected.	8	A young Cheyenne brave searching for his first coup.	8	A dangerous-looking man in a flat-brimmed hat, its hatband ringed with tiny skulls made of Mexican silver.	8	A seller of patent medicines in need of a colorful assistant.
9	A rumor of a fortune in Confederate gold.	9	A skinny cowpoke, bow-legged and leather-skinned, enjoying the first whiskey he's had all month.	9	The immigrant sodbuster and his enormous, hardscrabble family, cruelly cheated.	9	Two Indian tribes smoking the peace pipe together.
10	A man with his neck in a noose, hanging from a dead oak tree.	10	A headstrong woman who's too good for any man.	10	An isolated stockade fort manned by a troop of U.S. cavalry.	10	A wild young man, fast with a gun, who thinks he has nothing to lose.
J	A young tinhorn from back East looking to make his fortune.	J	A riderless, sweat-lathered cavalry horse galloping into town.	J	A wagon loaded with dynamite and the skittish horses pulling it.	J	A company of US Cavalry troopers riding hard on the trail of an Apache war party.
Q	Many men and horses went this way, five hours back.	Q	A pretty young schoolmarm, the most educated woman in town.	Q	A chainmail shirt found on the body of a dead Lakota Sioux warrior.	Q	A frontier saloon where the whiskey and the women are both dangerous.
K	A tame horse with a covered-up brand.	K	An abandoned telegraph station with the wires cut.	K	A traveling preacher who once had a far different career.	K	A tribe of Indians forced by privation to hunt for game outside their reservation.

Western Oracle - Outlaws

Diamonds		Hearts		Clubs		Spades	
A	A cattle drive, beset by rustlers.	A	A traveling circus rides into town.	A	The town drunk, witness to a crime he can't completely remember.	A	A dead man's daughter trying to sell a mine that might have gold in it.
2	A wealthy widow determined to clean up her town.	2	A professional gunman hired for his reputation and given a Sheriff's badge.	2	A dime novel, telling the fictional exploits of a real, and infamous, gunman.	2	A nameless stranger, drifting into town intent on upsetting the balance of power.
3	The box-canyon hideout of a gang of notorious outlaws.	3	A showdown at high noon on a deserted and dusty street, the townsfolk peering fearfully from cover.	3	A fine hotel where visiting cattlemen stay while they make their big-money deals.	3	A lonely buckboard, its only cargo a tiny pine casket.
4	A Pinkerton agent hot on the trail of a gang of train thieves.	4	A gambler, down on his luck, with nothing to his name but a deck of cards.	4	A train full of passengers, all curious about the occupant of the fancy private car in the rear.	4	A band of outlaws looking for a place to hide.
5	The bank where every business in town keeps its money, robbed by masked outlaws.	5	A sour old prospector limping into town beside his loaded mule.	5	A team of grifters with a satchel full of blank land deeds.	5	An honest Chinese coolie looking for money to send back home.
6	A famous gunfighter concealing his identity to avoid being challenged.	6	A cattle baron in need of men without conscience to drive off a stubborn settler.	6	A shy local youth tagging along where no innocent should be.	6	A bounty hunter who is easy to track because of the trail of dead men he leaves behind.
7	Three dead outlaws propped up for a photograph.	7	A box canyon with only a single exit, rustlers lying in ambush.	7	The half-dead oak tree where the Vigilance Committee holds its hangings.	7	A high-stakes poker game where a fifth ace just hit the table.
8	A tin star needing polish which hasn't been worn in a long time.	8	An ugly range war with broken fences and murdered cowpokes.	8	An upright piano out in the rain.	8	A young wife hires a silent gunman to avenge her husband's death.
9	Two bounty killers compete as they go after the same prey.	9	A cynical gambler with a pair of loaded dice and a derringer up his sleeve.	9	A gunman hunting down an accused rapist, but starting to doubt his quarry's guilt.	9	A fortune in counterfeit Confederate dollars.
10	The local undertaker, concerned that his business is about to improve.	10	A man bent on revenge for family's murder clashes with a bounty hunter who wants to take the killers alive.	10	A "nun" with an interesting set of vices.	10	Two men plot to break into a bank and find themselves in the middle of a revolution.
J	A sheriff who puts away his star and heads south to deal some justice.	J	A sharpshooter who had his hands crippled by a former student.	J	A kidnapper double-crossed by his partner.	J	A soiled dove with a good memory and a bad temper.
Q	A Mexican peon who would sell his mother for two bits.	Q	Three brothers who refuse to pay protection money to bandits.	Q	The gruff editor of the local paper, telling the truth at any cost.	Q	An evil mayor scaring ranchers off their land.
K	A man tracing down his wife, kidnapped during their wedding to be auctioned to a whorehouse.	K	An honest banker with a silver watch and a dusty three-piece suit.	K	A love-hate relationship between a woman and the bandit who captured her.	K	A young deputy who's runnin' things while the Sheriff is gone.

firefly Oracle

Diamonds		Hearts		Clubs		Spades	
A	The body guard of a powerful black market supplier.	A	A mining community desperate for income discovers live ordinance from an Alliance patrol boat.	A	A space station locked down until the killer of a high ranking official can be found.	A	A legendary gambler being hunted by Alliance agents due to his ability to seemingly read others thoughts.
2	A crew of rival smugglers, here to help.	2	A group of rebels waiting to strike at the Alliance.	2	A core world politician on the run to the rim.	2	A pilot with a thirst for close calls.
3	The arrival of a Reaver raiding party on a peaceful, rim world.	3	An ident card signifying its carrier has priority Alliance access.	3	The mayor of a dusty town, and his group of murderous enforcers.	3	An abandoned Independent blockade runner.
4	A female mercenary, small and cunning.	4	A daughter accused of killing her father, the mayor.	4	An alliance operative searching for an escaped reader.	4	A purveyor of stolen goods, who had his goods stolen.
5	An assortment of medicines bound for a rim world on the verge of an epidemic.	5	An Alliance cruiser, on the lookout for scavengers.	5	A Browncoat veteran, down on his luck, involved in a dangerous scheme.	5	A drought crushing a farm's existence and the irrigation committee demanding too much for relief.
6	A tattooed monk, fearsome in battle.	6	A doctor with a prejudice against the affluent.	6	A self serving mercenary looking for work.	6	A cache of military weapons, and the jealous man who found them.
7	An abandoned fort used as a base for a group of bandits.	7	The son of a town's oppressive leader longing for change.	7	The shepherd who lost his flock.	7	A fake distress beacon.
8	A squad of veteran Alliance soldiers.	8	A wave describing an uprising intercepted by an Alliance cruiser.	8	A registered companion tired of her work.	8	A beautiful con artist, pretending to be an innocent.
9	A destroyed township and its silent survivors.	9	An Alliance agent who has gone AWOL.	9	A bounty hunter on the trail of his relative.	9	A brash young engineer, with a knack for biting off more than they can chew.
10	A displaced Alliance tactician full of self-loathing.	10	A herd of stolen cattle needing to be sold.	10	A member of the syndicate willing to tell all.	10	The captain of a lost ship, and a lost crew, searching for forgiveness.
J	A bounty hunter who has lost his way in the face of revenge.	J	A woman with a gun, and a hatred of the Alliance.	J	A Reaver warship approaching a space station.	J	A bar full of patrons, robbed by a group of women.
Q	An exiled sheriff looking for acceptance.	Q	An abandoned Alliance checkpoint.	Q	A bandit camp, deserted hastily.	Q	An angry man desperate to hide the parentage of a whore's child.
K	A band of brigands demanding tribute, and their spoils so far.	K	A judge in a lawless land.	K	A former independent soldier mourning the death of his wife due to an Alliance experiment.	K	A trigger happy crew member who forgot the loot in favor of shooting folks up.

HEAVY METAL ORACLE - SCIFI WASTELAND

Diamonds		Hearts		Clubs		Spades	
A	A cache of high-technology relics from the days of the Ancient Men.	A	A hulking, furry brute -- who is far more intelligent and articulate than he appears to be.	A	A great brass battle-robot, obedient to a youth who has learned it's coded command-name.	A	Stooped, reptilian laborers toiling under the merciless sun.
2	A diamond of great price, sought by many, and made more valuable still by the symbolic information finely engraved across its every facet.	2	A man driven mad by contact with an ancient machine-mind, and his cult of nihilistic followers.	2	An underling, easily dismissed, and therefore ideally placed to strike.	2	A trading caravan of shrewd insect-creatures, hiding their true motives.
3	The twisted mutant creatures who inhabit the endless tunnels deep below the ground.	3	A prisoner scheduled for execution, given a final opportunity to earn his freedom by risking almost-certain death.	3	A floating castle, ringed with ancient gun-batteries, commanded by a zealot.	3	Someone implanted with the larvae of a Hive Queen, doomed to become food for the Swarm.
4	An invisible assassin, stalking through a crowded street festival.	4	A rapacious warlord, nearly immortal thanks to his use of a bygone healing machine.	4	A leprous outcast, victim of the drifting plague-dust, spreading contagion with his touch.	4	A scholar with steel eyes, with whom bygone machines communicate.
5	A self-aware computer, long-ago gone mad, now worshiped as a god.	5	A madman, styling himself a Wizard, his body replaced with iron and chrome.	5	The quest for a power-source of the Ancient Men.	5	Wasteland scavengers, faceless in their radiation armor, bearing a precious burden.
6	The last enclave of Ancient Men, sleeping in suspended animation for thousands of years, ready to be awakened.	6	The machine-guardians of a holy site.	6	A colony of refugees in an asteroid belt.	6	A pleasure-automaton built to fulfill its master's every whim, now masterless and roaming the darkened streets.
7	Swaths of metallic sand, wearing away the earth, exposing the steel bones of the world to prying eyes.	7	An ancient temple defiled by a swarm of insect-bots, sent by a disillusioned adherent.	7	The Star Man, returned from a centuries-long journey beyond the sky, awakening from his slumber to a world gone mad.	7	A daring young explorer, fresh from her stint at the academy, eager to prove herself and taking on all comers.
8	A radiation storm, slashing acid rain against the armored walls of a citadel where frightened survivors huddle.	8	Swarms of flesh-tearing insects, released from an Ancient bunker by someone more meddlesome than wise.	8	A sassy spelunker looking for an alien god's heart in the depths of a planet made up entirely of millions of space ship derelicts that have accreted over time.	8	A massive metal vehicle grinding slowly across the landscape, heedless of the fate of those it is about to crush.
9	A naked man in a strange place, awoken in a body that is not his own.	9	A gunship sold at the end of war into private hands.	9	A coffle of slaves, destined for hard labor in the toxic mines.	9	The first interspecies child is born.
10	The rotting hulk of a spaceship, flagship of the old empire, found at the end of a beacon.	10	Zombie-cyborgs, whose metal components keep them active even as their dead flesh decays.	10	A young fertile planet with a newly awakened consciousness.	10	Shining metal balls, hovering and darting through the still midsummer air.
J	Knights armed with laser-lances, doing battle for their Majesties.	J	Smuggled goods of rare fortune, small enough to slip in a pocket.	J	A bygone super-weapon, deployed anew to force an end to a petty war.	J	An alien princess asking for asylum.
Q	A small community of Christians, humans and alien converts, on the aliens' home planet.	Q	The galactic savior-child stolen by pirates who want a planet as ransom.	Q	A blue skinned orphan fleeing an arranged marriage to her elderly tutor.	Q	A cunningly-fashioned metallic bird, whose camera-eyes report to an unknown monitor.
K	The tinkered-together remains of several bygone vehicles, kept running by faith as much as skill.	K	Imperial troops, girded with technological might, search the arctic north.	K	A youth, abducted to become the latest guinea-pig for an unorthodox experimenter.	K	Animal-human hybrids, descendants of Ancient experiments, seeking knowledge of their origin.

This oracle is actually a combination of the very slim Space Opera Oracle and the more scifi elements from the Heavy Metal Oracle.

HEAVY METAL ORACLE - APOCALYPTIC FANTASY

Diamonds		Hearts		Clubs		Spades	
A	A dark lord, megalomaniacal, served by fiends of elemental power.	A	Pilgrims, weak from a long journey, hiding a mysterious young girl.	A	Huge tracks across the dusty plain, each clearly showing three great claws.	A	A tray of delicate pastries, presented by a nubile servant.
2	A step-pyramid, surrounded by a chanting throng, awaiting a sacrifice.	2	A vast, formless creature, absorbing and consuming entire villages, leaving nothing living in its wake.	2	A beautiful woman and her bestial lover, hiding from view within her palanquin.	2	Heavily-swaddled warriors, riding in squads on the backs of gigantic centipedes, patrolling the borders of their sovereign territory.
3	The flying battle-barge of a cruel Empress, raining death & destruction upon her disloyal subjects.	3	A lone man with a sword, fighting for his life against a Nightmare Fiend.	3	A young mother, fleeing after giving birth to an unnatural child.	3	Crystals, elemental and twinned, scattered due to their overwhelming power.
4	A lost ship of legend returns via the prayers of the downtrodden.	4	A great colossus, honoring a fallen Emperor; it's head ignominiously cast down, broken at it's feet.	4	A massive train, no longer bound to tracks, takes the willing and the dead.	4	A library, the largest on the continent, serving as rebel headquarters.
5	Delivered under false pretenses, an artifact dooms a heretofore hidden village.	5	A once great subterranean web of passages, connecting the world lays abandoned except for its sleeping creators.	5	A kingdom, lost in the desert for generations, reappears on the horizon.	5	A tribe of itinerant moogles return from the wilderness with stories and wares.
6	Thunder shatters the sky as silver wings rip clouds asunder -- mighty war-machines of the Lost Age fly again!	6	A complex device of brass and crystal, which amplifies the mind of it's wielder to nearly uncontrollable levels.	6	Glowing, curved bands of light in the sky; the harbinger of an oncoming Hell-storm which will shatter all those caught within it.	6	The recumbent forms of ancient gods -- effigies only; or are they the gods themselves, waiting to awaken?
7	A tireless metal steed, powered by the lightning itself.	7	The moon, bleak but inhabited, witness to eons of pain, cries out.	7	The mighty Sun-sword, an artifact from the Last Days of Man.	7	A black metal sword, lightly flecked with still-warm blood.
8	A barbarian from the Wastes, her hair drawn back and braided with silver bells; one for each man she has slain.	8	Raiders sailing black-oak triremes armed with sun-weapons, demanding tribute from the coastal cities.	8	A dusty, sun-baked arena, where battles between chosen champions are fought to the death on bloody sand.	8	The crumbling stone walls of a great manse, carved with cyclopean bas-reliefs; home now only to cowed and degenerate tribesmen.
9	A mighty war-beast, caparisoned in silk & crystal.	9	Bestial half-men, kept as slaves, rising up against their masters.	9	The last defenders of a surrounded garrison.	9	A great cataract, where doomed lovers come to meet for the last time.
10	A decadent princeling, indulging his grotesque appetites amid the ruins of his family's estate.	10	The Shining Tower, a structure with no doorway, said to be the home of the Veiled Magician.	10	A hunting party of noblemen and their servants, on safari through the poison jungles.	10	A small metal box, which whispers secrets in a language nearly forgotten.
J	A conquering nation, grinding it's neighbors beneath it's iron tread in the search for arable land.	J	A giant effigy of a man, wreathed in undying flames, atop a high cliff.	J	A city of great hundred-story towers, the upper floors now unreachable, and occupied by winged predators.	J	An army of bestial men, riding hard to meet their destiny of blood and dust.
Q	Stars in the night sky that were moved in Ancient times. No one now living can read their message.	Q	A creature massive and brutal, but intelligent as any human, and far more loyal.	Q	A temple to forgotten gods, dangerous to those who tread it's halls unwarily.	Q	The fossilized skeleton of a great beast, sheltering a village of primitives beneath its arching ribcage.
K	Two weary travelers, crossing a glass plain which stretches for hundreds of miles in every direction, waterless and deadly.	K	The shattered Moon, studied with telescopes by diviners, scholars and alchemists seeking to understand and master the power which broke apart Earth's celestial consort.	K	A cache of coins dug out of the wastelands, which cause all who carry them to sicken, lose their hair, and die.	K	A mighty warrior, vicious and cunning; but fearful of the 'steel magic' that survives from bygone days.

HEAVY METAL ORACLE - AXE & ARGANUM

Diamonds		Hearts		Clubs		Spades	
A	A secret, hedonistic cult practicing their rituals beneath the very noses of the authorities, and secreting their agents into the halls of power.	A	A coliseum, rich with history and gambling, home to gladiators and loners.	A	A forest, dark and old, concealing a pure lake and skittish spirits.	A	A brash prince seeks his kidnapped parents at the expense of his people.
2	A caravan, thick with many races, famous for its myriad beasts.	2	A martial artist, once powerful, blindly seeks vengeance.	2	A fleet of airships, ready for war, manned by the nameless damned.	2	A respected sorceress, mysteriously ill, seeks desperately for a cure that her white arts are incapable of.
3	A red-tressed sorceress, unwisely tempted into a challenge which she cannot win.	3	A knight with dark arts and darker urges confronts her tyrannical king.	3	A mighty six-legged feline, wicked and feral, acid saliva drooling from its fangs.	3	Seven warriors, each as different from the others as night is different from day, bound together by a common destiny.
4	A weak-willed dragoon, disgraced, acts as an honor guard and companion.	4	A Sorcerer with blazing eyes, who controls the very thoughts of others.	4	A generous and beloved local ruler compelled by circumstance to commit a secret outrage.	4	Crumbling ruins, overtaken by jungle creepers and vines; greenery which hides gleaming and predatory eyes...
5	A cruel yet practical despot, who controls the water-sources throughout an entire region.	5	Serpent cultists, who split their tongues to honor their dark and venomous god.	5	A tribe of panther-women from the far South, each a warrior soul-bonded to her battle-beast companion.	5	A village in the trees, whose residence are decidedly unfriendly to strangers.
6	An overseer of slaves, easily distracted by his pleasures.	6	A hot-headed youth, sworn to overthrow those who rule in the name of dead Gods.	6	A musical instrument, cunningly wrought, which lulls listeners into a state of great suggestibility.	6	The mind-magics of a Wizard in disguise.
7	A lord of the sea-rovers, striding the deck of his ram-prowed war galley as it bears down upon its prey.	7	The whirling blades of dervish war-dancers, casting droplets of blood in a fine mist.	7	A prisoner, publicly displayed, pelted with rinds and offal, seizing the chance to escape.	7	A youth, mind-bonded to a great plains cat, guarding their primitive tribe against the depredations of an advancing Empire.
8	Thieves, crouching on the rooftops in the eternal rain, watching for the unaware.	8	A predator, by turns seeming both feline and insectile, stealing sheep and children.	8	A beautiful priestess, naked save for a traditional headdress, on a pilgrimage to a distant monolith.	8	A corpulent warlord, and the harem-girls plotting to murder him.
9	A lonely guard-tower, where a retired General passes the evening of his life.	9	A madcap musician, cadging drinks and singing prophecy.	9	A scantily-clad female paladin riding a winged beast, preparing to do battle with a vast army.	9	A reformed general, seeking penance, shunned and outcast by a war-struck village.
10	A famous gambling dilettante, private and reclusive, in love with an opera star.	10	An insular city, defended by powerful samurai, falls prey to a poisoned water supply.	10	A gigantic statue of a woman, green with verdigris, half-submerged in the surf.	10	A sinewy old scoundrel; a good man to have at your back, they say; but keep him away from your money, your liquor, and your women.
J	A physician and poisoner; a solver of other people's problems.	J	A troop of fire-lancers, pennons flying in the hot wind, following the armored goddess who rides at the head of their column.	J	A girl sold into slavery in a city far from her home, risking everything to return there.	J	An underground temple, its great pools and brazen statues tended by a race of silent servitors.
Q	Aerial cavalymen, mounted on giant wasps, harrying their prey.	Q	A merchant, counting his coins in what he naively believes to be unobserved solitude.	Q	The gladiator-pits of a great settlement, where men and beasts are condemned to die.	Q	A Sorceress whose mind-magics can break the will or wrack the flesh of her foes.
K	A cloaked and cowled Royal Advisor, whose flesh and features are never seen.	K	A dancer-assassin, trained to sacrifice her life for the kill, now unfortunately in love with her target.	K	A loquacious thief and his axe-wielding companion, imprisoned for a crime they surely did commit.	K	A circle of stones atop a barren hill; a border-marker between rival tribes.

PULP ORACLE - WEIRD SCIENCE

Diamonds		Hearts		Clubs		Spades	
A	Gigantic robots, bent on destruction.	A	A daring pilot, with a mysterious past.	A	Air-pirates, preying upon unsuspecting travelers.	A	A cruel foreign overlord, whose agents are addicted to a potent drug.
2	An airfield, fully equipped with warplanes.	2	The passageway to the interior of the hollow earth, which could close at any time.	2	A queen of the Inner Earth, imperious and demanding.	2	The savage yet beautiful members of a tribe of Amazons, living in a secluded valley.
3	An all-female squadron of pilots.	3	Someone raised by wild animals, brought to civilization for the first time.	3	A gyro-jet pistol, found at the scene of a crime.	3	Beasts that time forgot, hungry and threatening.
4	A Zeppelin liner, luxuriously appointed.	4	A plucky reporter, who now knows too much.	4	A heroic Lt. of the U.S. Rocket Corps and his crack squad of commandos.	4	Nazi jetpack-troopers, striking like lightning.
5	A flying aircraft carrier, commanded by a daring captain.	5	A ray-gun, of unknown provenance and power.	5	The gaping hole where a skyscraper, wrenched out of the ground by an unknown force, once stood, surrounded by gawkers, firemen, and police.	5	A city-of-the-air, built of linked dirigibles by a group of vagabonds.
6	A band of intelligent gorillas.	6	An ordinary-seeming vehicle, possessed of extraordinary technological upgrades.	6	The First Subterranean Expedition of the Royal Cartographic Society, trapped deep below ground, in need of rescue.	6	An Iron Lord of Jupiter demanding compensation for an ancient crime.
7	A mastermind, plotting world domination.	7	Mysterious radiation, previously unknown to science.	7	An Atlantean in need of rescue.	7	A cargo ship, of uncertain registry, containing elaborate radio-reception gear.
8	An android, indistinguishable from a human.	8	A store room full of abandoned and broken inventions.	8	A stalwart hero, the product of years of advanced and secret training, sadly lacking in social abilities.	8	A group of noted experts, each a master in his field, who seldom agree on anything.
9	A breakneck chase through the concrete canyons of a great city.	9	A scientist, fleeing from the horror he has unwittingly unleashed.	9	A criminal mastermind, holding a city hostage with his latest death machine.	9	A ship's captain receives a distress call received from Earh...of the future!
10	An interstellar rocketship.	10	A bomb, ticking down the seconds until it explodes.	10	A genius polymath, with the inflexible habit of wearing clothing of only one color at a time.	10	The sword of a great general, thought to have been entombed with him.
J	Submersible vehicles, diving to the ocean floor.	J	An armored behemoth, grinding inexorably forward.	J	Secrets, once overheard, are secrets no more.	J	The bones of the members of a lost expedition, suddenly discovered.
Q	The savage attack of animals long thought to be extinct.	Q	Powerful dynamos, surging with electrical energy, barely under control.	Q	A ramshackle airship and it's overly-cautious pilot.	Q	An ancient city, buried by the dunes for eons, recently resurfaced.
K	A majestic ape-creature, larger by far than any gorilla known to science.	K	Automated machines, doing the work of many men.	K	An experimental aircraft, fueled and ready.	K	The daughter of a renowned researcher, now the only one who knows his secrets.

PULP ORACLE – HIGH ADVENTURE

Diamonds		Hearts		Clubs		Spades	
A	A Treasure-hunter, seeking a magnificent artifact.	A	A jovial patriarch, surrounded by his extended family.	A	An ivy-clad university, isolated from the cares of everyday life.	A	A prestigious museum, seeking the centerpiece for an important exhibit.
2	A woman wronged by the man she loved.	2	A seemingly worthless trinket, which will bring it's owner nothing but trouble.	2	A bejeweled scepter, the symbol of rulership of long-dead kings.	2	An ancient artifact, reputed to have great power.
3	A team of Nazi archaeologists, looking for powerful artifacts.	3	A golden idol, worshipped by the local peoples.	3	A town, recently abandoned by it's inhabitants, with food still on the tables and chores left half-complete.	3	A savage tribe of head-hunters, defending their territory against encroachment.
4	A bazaar, filled with exotic goods and greedy vendors.	4	A seedy bar, with a dangerous clientele.	4	A massive excavation at an ancient site.	4	An ancient temple, filled with traps.
5	A pack of wild dogs, vicious and starving.	5	Treacherous underlings, ready to betray their employer.	5	An interrogator, who's every word strikes fear into his 'clients'.	5	A pet monkey which is far more than it seems.
6	An army of tattered, zombie-like warriors.	6	A seaplane which has seen better days.	6	A Tibetan monastery, home to a secretive sect.	6	A stone city, once the seat of a great kingdom, now choked by the jungle.
7	A tramp steamer, probably used for smuggling – or worse.	7	An urbane and debonair rival.	7	A group of sword-wielding assassins.	7	The thuggish lieutenant of an evil genius, chafing under his leader's restrictions.
8	A magnificent white stallion, fast as the wind.	8	A lost city, where the descendants of an ancient culture still survive.	8	Venomous spiders, used as weapons by a stealthy assassin.	8	A soldier-of-fortune, willing to do anything for a price.
9	A secret text, long though lost, which is suddenly rediscovered.	9	A sect of warrior monks, dedicated to protecting their holy site.	9	A cunning informer, ingratiating himself to his targets before selling them out.	9	The tomb of an age-old king, legendary for his wickedness, inscribed with curses against those who would rob it.
10	A fierce sandstorm, howling across the desert with seemingly malevolent intent.	10	An ancient pendant, its riddle a key to secret treasures.	10	An expedition to a far corner of the globe, slowly running low on supplies.	10	A map; tattered, creased, and bloodstained, showing the route to a great treasure.
J	Narrow, claustrophobic catacombs, the final resting place of generations of monks and priests.	J	A young scholar, offered the chance to prove her heretical theories.	J	The mummy of an ancient priest, preserved with arcane and terrible rites.	J	A caravanserai on the Silk Road, where merchants bearing exotic goods pause on their long journey to market.
Q	A pyramid, long concealed beneath desert sands, targeted by tomb robbers.	Q	An opium den, the denizens wreathed in narcotic smoke, oblivious to the squalor around them.	Q	Canoes on the banks of a sluggish tropical river, their bottoms slashed by whomever captured their original owners.	Q	A horse-race through the desert, with a fabulous prize for the winning rider.
K	The throbbing of distant tribal drums; the natives are restless.	K	The black sheep of a family of otherwise unimpeachable reputation.	K	A massive tome, it's owner unaware that it bears within it's pages the mystic secrets of immortality.	K	Spear-wielding tribesmen, furious at a foreigner's thoughtless transgression.

Pulp Oracle - I Love a Mystery

Diamonds		Hearts		Clubs		Spades	
A	A restaurant, the meeting place between rival factions.	A	1, A network of spies and informants, selling information to the highest bidder.	A	A secret society, whose membership requirements are... unique.	A	A coded message, delivered unwittingly to the wrong recipient.
2	A master of disguise, who can be anyone at any time.	2	A piano player who sees everything, and keeps most of it to himself.	2	A submarine pen, used as a base for espionage.	2	A glamorous casino, where the games are not entirely on the up-and-up.
3	The byways, stalls, and shops of an exotic marketplace.	3	Jackbooted thugs, oppressing the locals.	3	A torch singer, dreaming of making the big time.	3	A shadowy avenger, righting wrongs by night.
4	A former patriot, now looking out only for himself.	4	A cult of fanatic believers, dedicated to bringing about the end of the world.	4	A stage magician and escape artist, exposing fake mediums and phony psychics.	4	A highly placed informant, passing secrets to her nations' enemies.
5	A group of soldiers on leave, laughing and singing.	5	A charming society couple, with a penchant for getting into trouble.	5	A double agent, playing both sides, fearing betrayal from both sides.	5	A luxury hotel, with a very discreet staff.
6	An airport, filled with lonely travelers.	6	A cynical police Captain, patriotic after his own fashion.	6	A wealthy philanthropist, secretly funding a network of agents.	6	A series of poisonings, seemingly unrelated.
7	A beautiful woman, estranged from her husband.	7	Foreign saboteurs, secretly plotting to plant a bomb.	7	A small boat, freely drifting, abandoned by her crew.	7	Betrayal by a trusted friend.
8	A legendary G-man, known for his incorruptibility, and the inflexible way he enforces the law.	8	A wealthy industrialist and inventor, developing an important and secret military project.	8	A barnstormer, keeping mum about the fact that he flew for an enemy squadron during the Great War.	8	A famous actor, accused of treason.
9	A tommy-gun toting gun-moll, spoiling for a fight.	9	A masterful espionage agent, whose name has been erased from all records; only a number remains.	9	A South American Indian, wearing a feathered head-dress and bearing an obsidian knife, discovered dead in the city park.	9	Cloaked figures, moving in darkness, surrounding their next victim.
10	A victim of blackmail, desperate to keep their secret past a secret.	10	A sigil-ring, bearing the shape of a black-widow spider.	10	A little girl, alone and lost on the streets of an unfamiliar city.	10	A young reporter, more interested in chasing skirts than chasing stories.
J	Dimly flickering neon lights, intermittently illuminating a body sprawled across a hotel bed.	J	Collaborators, working against their government from within.	J	A reprobate to whom bastardy proved a spur.	J	A birthright, bestowed upon an impostor, sought by the rightful heir.
Q	An illicit betting parlor, with a dozen bookies and phone-operators on staff.	Q	The butler for a family of the city's elite; skilled, impeccably dressed, bearing a secret he will keep to his grave.	Q	A two-bit hood, suddenly in possession of a secret that will make him rich -- or get him killed.	Q	The kingpin of crime in a large city, with a hand in every dirty deal.
K	The cigar-chomping editor of a daily newspaper, ready to break the story of a political scandal.	K	A killer, on the run and seeking asylum.	K	The secret plans to a terrible new weapon, concealed in a lipstick case.	K	An eminent scientist, sought by all for his knowledge.

These oracles are almost entirely from the [Abulafia](#) site. I copied the contents of the oracles, and reformatted them into one page tables. I added entries and arranged entries into multiple tables where needed. I don't make any claim to the great creativity herein; I just needed a better format for convention play and thought I'd share that effort. I only reformatted the oracles I was interested in where I felt I knew the source material or genre well enough to make my own judgments.

[Insert Name Here] Oracle

Diamonds		Hearts		Clubs		Spades	
A		A		A		A	
2		2		2		2	
3		3		3		3	
4		4		4		4	
5		5		5		5	
6		6		6		6	
7		7		7		7	
8		8		8		8	
9		9		9		9	
10		10		10		10	
J		J		J		J	
Q		Q		Q		Q	
K		K		K		K	

TO MAKE YOUR OWN ORACLE ON THE FLY (by Vincent Baker)

[0. Pick a genre or source fiction as a group.]

1. Have everybody write down two elements on 3x5 cards. If there are people around who're going to go to bed instead of playing, get them to write down two elements too anyway. Put them in a bowl. We had 10.
2. Draw four as usual, play as usual.
3. At the end of the session, the player whose character's up next goes through and chooses one, as usual. Her selection is limited but that's okay.
4. After the session, have everybody write down another element or two. Add them to the bowl. I think that for it to work long-term you'll need to add more than 4 elements per session - but I don't foresee your friends having any trouble with that.