101 Plot Ideas

Guido Alfieri
Credits:
Written and Edited By: Guido Alfieri

Special Thanks:
Mark “The Dark Father” Rein-Hagen
Luca “ask at least one dollar for this” Alfieri
Paolo “linear adventures work” Bolzoni

Many many thanks to you for buying.

Special Advice:
Don’t venture alone into dark alleys.
Don’t ask random vampires if they are Setites.
Don’t do fae blood.
You might not be harmed by garlic, but mind that some people are.
Get your facts first, and then you can distort them as much as you please.
— Mark Twain

Plot Ideas

Thank you for your purchase. Here’s a list of 101 plot ideas for your Vampire stories. The ideas vary from simple hooks to spark your imagination, to a bit more developed plots ready to go. Also the theme and mood vary greatly. You can find very basic ideas for inexperienced players, Clan specific plots, outlandish epics, pulp adventures, soap-opera drama, large scale events, neighborhood accidents and others. I tried to put into the list a bit of everything, so that any group can make at least some use of the list. I believe in a “toolbox approach”: different gaming groups should make use of the game however they see more fitting for them, in a way they can enjoy. But enough with my blabbering. Next page you can start reading 101 PLOT IDEAS. Hopefully they will ignite your creativity.

With Capital C
Characters with a capital C are the players’ characters, as you probably guessed. While they might not be important within the setting, they are fundamental for your games.
1. The childe of the Tremere regent breaks the Masquerade, and Characters are the sole vampire witnesses.
2. A Nosferatu friend of the Characters disappears, and a wooden crossbow bolt is found in his haven.
3. The Characters are given an opportunity to damage the Prince's mundane business.
4. One of the Characters is haunted by the ghost of one of his victims.
5. A Gargoyle on the run stumbles upon the Characters' haven.
6. Two Primogen want to Embrace the same mortal, which is someone from one of the Characters' past.
7. Ancient Gangrel make an alliance to wipe out all the Ravnos in the country due to ages old grudges, regardless of sect allegiances.
8. Hunters found the location of all the Characters' havens, but some clues suggest that the information was handed to them by another Kindred.
10. Three different Cainites are planning to Embrace an unsuspecting Mage.
11. An apparently normal mortal can tell when obfuscated vampires are nearby.
12. A Brujah Methuselah awakes from a two thousand years torpor and wants to overthrow the modern Ventrue Princes the hard way.
13. A Ravnos from far away wishes to join the Characters' clique.
14. A Malkavian haven is haunted by a wraith and a Giovanni is eager to help with it.
15. An Assamite falaqi is on the hunt for the Prince's blood.
16. Lasombra pirates hid the sleeping body of their sire on an island in the Caribbean.
17. A world-famous top model enlists the help of the Characters to stage a fake public death.
18. The Characters' domain is full of the specific kind of mortals from which a newly embraced Ventrue can feed from.
19. Mortals from the Characters' herd fall victim of a mysterious, possibly supernatural sickness.
20. A Nosferatu neonate needs help to stop his sire from Embracing the love of his former life.
21. Two dozen Ravnos are coming to town for unknown reasons.
22. At a Brujah Rant the local members of the clan split violently and unexpectedly into Anarch and Camarilla factions.
23. An Assamite Vizier and a Kyasid are both wishing to get the same ancient scroll, but neither of them is eager to leave their haven and their studies for more than a few nights.
24. The Toreador Primogen takes control of the Characters' favorite club, and banishes them from it.
25. A Malkavian financial genius is obsessed with his teddy bear.
26. Three Tremere apprentices are planning to incite the regent's Gargoyle to rebel against its master, but they aren't on the same page about who the next regent will be.
27. Toreador everywhere feel the urge to go to Crete, as if someone is calling them there.
28. At the center of the Labyrinth of Knossos sleeps one of the fabled Antediluvians.
29. One of the Characters discovers that her home from when she was alive has been burned down.
30. A pair of grave robbers claim they found a pharaoh's tomb in an American cemetery.
31. The Characters steal a car, and find a staked vampire in the trunk.
32. The portrait of a Lasombra elder falls in the hands of the Characters.
34. A seafaring Kindred needs a crew to sail for the hunt of a lost artifact near Haiti, and wants the Characters to join.
35. The mortal love of one of the Characters gets in trouble with the mob.
36. The Characters run into the reanimated corpses of their relatives.
37. A rich businessman is an independent ghoul abducting young vampires to use their blood to prolong his life, but he's just a tool in a greater scheme.
38. The new ghoul of the Ventrue Primogen is a young lawyer that needs help with the case of a serial killer.
39. The Keeper of Elysium promises esoteric knowledge to whoever can beat him at a game of chess.
40. The Characters find a clue about a "ghost protection racket" set up by the local Giovanni to extort money from inexperienced Kindred.
41. Once a week new Tzimisce arrive in town only to disappear shortly after.
42. A Malkavian elder claims he is a pawn in an ages old Jyhad, but it's all in his head.
43. An old witch promises to return the Characters to life if they will kill the Prince.
44. The journal of an ancient vampire chronicles her journey to uncover a great secret of Cainite history, but the last four pages are missing.
45. The Gangrel Primogen needs someone skilled in the Presence discipline to set up a political scandal in the mortal world.
46. In the dusty forgotten basement of the Characters’ newest haven lies a book of forbidden knowledge.
47. A man is killed many times but he always comes back, and he is not one of the undead.
48. A vampire priest loses his faith and wishes to meet the next dawn, and crucial information the Characters need will be lost with him.
49. A Follower of Set is adopting many mortal orphans to raise them in the faith of her dark god.
50. An ambitious Malkavian ancilla kidnaps and embraces many hackers to build her personal web-army in a bid to take over SchreckNet.
51. A band of thugs made up of Brujah and Ventrue starts to wreak havoc in the Characters’ domains.
52. The location of many havens has been handed down to a pack of werewolves, and the culprit is one of the few true allies of the Characters.
53. A vampire samurai must avenge his honor by killing the sire of one of the Characters.
54. A bronze age statuette terrorizes any Cainite that looks at it directly.
55. The nuns of a convent are hiding a reformed Sabbat.
56. A rusty Colt is coveted by two elders.
57. One of the Characters has prophetic dreams about the sea becoming one with the night sky and devouring the sun.
58. Two rival mummies are in search of a certain Egyptian urn, but Assamites and Followers of Set want to get their hands on it first.
59. A one-legged vampire swears the Prince’s haven is built over a werewolf burial ground.
60. Giovanni elders are plotting a large scale war to generate countless wraiths.
61. A woman on the run is the chosen bride of an ancient Tzimisce warlord, and he's ready to bring his Carpathian legions to the city to retrieve her.
62. The Characters are attacked by a three-headed hound.
63. An old bum sputters stories about the Second City.
64. On the notebook of a dead gambler the Characters read annotations about match fixing of future big games.
65. Every other night the Characters sight a naked woman riding a black horse in the distance, usually at midnight.
66. An antique car carries a fae curse.
67. Any Kindred visiting a small town nearby will have cryptic visions for three days.
68. A middle-aged man perpetually accompanied by buzzing flies offers a deal to the Characters.
69. The mother of one of the Characters is a werewolf.
70. An army of reanimated corpses marches towards the haven of an enemy of the Characters, but the zombies must be destroyed quickly to avoid a severe break of the Masquerade.
71. A beautiful Roma girl under Gangrel protection has been chosen for the Embrace by a lustful Tremere, but she’s snatched by a Ravnos neonate with similar plans.
72. At a very large Brujah Rave the clan’s Justicar shows up and declares independence from the Camarilla.
73. Assamites drove the Nosferatu out of their underground lairs for unknown reasons.
74. Two Alastors are in need of cannon fodder to take down an Anathema.
75. Many Kindred wanted to feed on a mysterious woman dressed in yellow, but she always eluded them.
76. Baron Samedi comes to town.
77. The Characters find a rowboat, adrift and smeared with elder blood.
78. A known drunkard swears that a gigantic snake dwells in the lake of the city park.
79. The Characters’ favorite watering hole is took over by a Follower of Set that does not wish to mess with them.
80. An Indian kid is actually a Ravnos Methuselah came to put many Cainites to test in his search of worthy soldiers for his war against the asuratziyya.
81. The last Sabbat attack left the city with less than ten Kindred.
82. Blood-drinking werespiders aim to take control of the best hunting grounds claimed by the Kindred.
83. The Anarch friend of the Characters tries to recruit them into a daring mission to blow up most of the Primogen havens.
84. The Ventrue Prince had an identical twin when he was alive, and he doesn’t know that his sire also Embraced his brother exactly a year after Embracing him.
85. The Characters meet two Sabbat packs that mistake them for another pack, which were supposed to band with in an assault to an unknown Methuselah’s lair.
86. An abandoned Nagaraja fledgling needs help to get accustomed to her peculiar diet.
87. All Lasombra in the world are able to see their reflection for one night.
88. The Prince proclaims Thin Blood can’t be considered true Kindred and as such they aren’t under protection of Camarilla law, just when the Characters need to find one of them.
89. The last Lhiannan holds the secret to win the war with the werewolves.
90. Auspex reveals a gold shining aura radiating from a ten days old baby born on Christmas Day.
91. The Characters meet two talking ravens with a riddle to solve and a secret to share.
92. A Thin Blood Seer warns the Characters about a crone that will make an offer they should refuse.
93. An ancient Tzimisce koldun succeeds in conjuring a gigantic typhoon for the purpose of driving out an ages old rival Lasombra from her hiding place.
94. A famous Toreador musician Embraces her eighty years old mother.
95. The Characters are tricked by an Anathema into slowing down the Alastors in pursuit, but the Camarilla agents feel they have license to kill.
96. A Tremere apprentice came into possession of an ancient bronze crown capable of shielding Cainites wearing it from the powers of Dominate and Presence.
97. One of the Characters receives a package containing a compass, a ruby, a bone and a letter from her sire.
98. All of a sudden many mortals carry “dark vitae” in their veins, and vampires drinking the cursed blood fall completely paralyzed for one day.
99. The Prince’s ghoul is found dead near the Characters’ haven.
100. The Devil can return all the Characters to life in exchange for the soul of one of them.
101. An ancient jar holds the heart of Set.