

The Hidden Parlor

NST Elections - September 2017

Sample Plot Kit: Ben Evans

This is a sample of the type of plots I would want to run . I encourage CST's to speak with their players if this style is too loose or undefined to mesh with their own when deciding how their Chapter will vote. I am willing to work with CST's to make sure there is enough for them to grab onto but the health of the game takes a priority to me and if you feel the health of your game would be inhibited then you should not vote for me. Thank you for your time.

Plot : Black Knight takes White Bishop

This story involves the Nosferatu clan prominently, and is Vampire centric but with possible hooks for werewolf games tangentially.

Themes: Politics.

Phase one (Runtime 2-3 months): Outreach from members of the Camarilla Nosferatu to those in the Sabbat begin to take root. Steps toward mending old wounds begin with the fall of one or more Camarilla city/cities (TBD as CST and VST needs dictate. Not a venue city in play though may be nearby city for Anach/IA/Werewolf venues to allow CST's to sow discord as the neighbors become less manageable/predictable. Perhaps leading to a weakened state within and allowing other factions to capitalize on the chaos.). Nosferatu players who wish to make cross faction ties will begin to be assisted in making one on one contact at first.

Phase two (Runtime approx 4 months): Rumors of the Nosferatu reunion spread artificially at this point. Reinforcing any player driven rumors. A group called the Unmasking Faction within the Camarilla begins to form and call for answers. Their head is a charismatic Ventrue named Nicodème Olivier. While he does not have the official backing of his Justicar, he does have enough status within his clan and the sect to avoid being silenced as his influence spreads through the sect. At the same time, within the Sabbat, attempts to turn members of the Nosferatu clan to their cause grow. They use the current rising tide against the clan to make moves. It is decided to offer safe haven to those who need it from the clan. A new ritae is developed and distributed to the highest Nosferatu in each cities clergy with the ability to perform it. Many within the Orthodox faction see it as a perversion of the vaulderie as it creates a one-way temporary bond over those in an area, simulating the effects within a cities Warrens with the hopes of enticing those within to change Sects.

Phase three (Time between phase 2 ending and a large event, preferably minimum 3 months): The faction opposing the Nosferatu continues to grow as some leave the sect. Some cities attempt to use bribes to keep the clan loyal while others enforce a lesser status ban within their domain to remind them of their place (This divide tends to fall on age lines, the feeling you want your chapter to have

(Hope v.s. Oppression), Nosferatu population within your chapter, and the High Clan/Low Clan divide). Tensions grow as the Nosferatu Justicar begins making less veiled threats about his clans treatment and directing them at the Unmasking Faction's leadership. Meanwhile, the leadership of the Unmasking Faction moves to hold secret meetings with IA leadership to arrange them to make overtures to the Nosferatu Clan to officially leave the Sect and join the IA.

Phase four (Event Game) : The Nosferatu Justicar agrees to hear the offer of the IA in an attempt to confirm rumors and put pressure on the Camarilla to act against the growing anti-nosferatu sentiment. These meetings are interrupted by a group of Unmaskers and many of them die in the process but enough evade to carry back word. Their leader among the fallen, the group appears galvanized to a cause and action is called for.

Phase five (Aftermath): On the assumption that everything has played as described in previous sections. A series of meetings will be held to discuss the fate of the Nosferatu Clan and the Camarilla. The manner this unfolds will be dependent upon many key factors largely decided by the player base. This is the time when it would be intended to reveal that Nicodème was actually a deeply implanted Sabbat infiltrator meant to drive the clan of the mask from the Camarilla and weaken them and still very much alive. This is revealed by members of the Orthodoxy, upset at the perceived corruption of the ritae through it's use of those not faithful and if uncovered will likely lead to further infighting within the sect. He will likely be killed at this point, as an opportunity will arise in the following weeks (I'm thinking a raffle to Chapter STs that want to have the NPC appear in their game as an antagonist for local level plot). Cleaning up after this revelation will be the focus of this part of the plot. How do the Nosferatu who left take to having been manipulated by the Sabbat? Did they make agreements to the IA and will they honor them? Will the Camarilla apologize for it's mistakes as a whole or hold to their mistrust now that so many Nosferatu rivals have been uprooted from positions of power?

As with the majority of plot I intend to run, I want the players to have a key role in how events unfold and feel it is very likely that this is not going to go in any way resembling smoothly. I hope to work closely with Players and the ST chain to keep things current and dynamic. Open to any questions or suggestions the help this fit into your specific games.

Thank you all again for taking your time to read all this. Party on dudes and Be excellent to each other!