

Scriptwriting and Storytelling for Games
Miniature Game Plot Ideas

Revenge:

A PC's sibling has been killed accidentally in a raid. She involves several PCs in her plotting to totally annihilate the family of the killer, including parents, siblings, children, and siblings' children.

One of a PC's kin, a ruler, is killed under confused circumstances. Whether it was accidental or not is unclear. PC plots to destroy the new guardian.

An aggressor destroys the PC's race or village. The PC must do everything in their power to annihilate the aggressors.

The PC's is a warrior or other non-innocent. As the PC drives the enemy away, the enemy kills a dear friend or relative. This innocent had no taste for war; they were in the wrong place at the wrong time. The PC seeks the killer for a few words over coffee and a blood-gutting sword.

Quest:

A magic and valuable object has been taken from its keepers. The object can be used for evil purposes. Your PC must find the object.

The burden of a clan rests on an unlikely hero, the PC. Through extraordinary circumstances the PC must embark into the dark world, gradually growing into a traditional hero's character. The final conflict exposes the PC's character, or an important NPC's character to be something other than expected.

A sacred object holds the solution to an enormous problem. The player character must seek this object and deliver it in time to resolve the problem.

Something or someone valuable to the PC has been taken. This may be a prince/princess, king/queen, friend, etc. The PC must find the sacred thing.

Good Samaritan:

The player character is a prodigy with great powers. These powers were provided by higher beings to even the score against adversaries. The player character must use these powers to save the race.

Under persecution, a village sends out emissaries to the local lord, who is not known for his kindness, to beg for relief from bandits. The bandits along the way harass them. The PC must handle the leader of the bandits.

Bandits have been preying on a village. The PC must come save the village and destroy the bandits.

A PC meets a tortured soul from the afterlife. The soul begs the PC to save them through completing some set of ritual tasks. The soul offers a supernatural reward for the effort.

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Redemption:

The PC is a noble who is disgraced and loses his title, possessions and lands to a rival. He has been banished and is wandering, alone. He must seek to recover his status and station.

The PC is a source of light in an otherwise dark world. The PC must use their virtue, god nature or other positive force to turn the dark world to light.

Puppet Master:

A well-respected noble enlists the PCs to assist in a plot to overthrow his own lord and usurp his position. His intentions seem respectable at first, but grow murkier with time.

An impartial third party offers a reward to multiple characters. The characters race to accomplish specific tasks. The reward for accomplishing the task is provided the third impartial party. The third part sets each character against each other.

A prophecy proclaims that the PC will save the world. Although unsure of the prophecy, the PC sets out to do what is prophesied.

Bad Luck

The PC is living a normal life until a strange turn of events places them in a live or die situation. The PC must escape the situation to resume their normal life. This typically means leaving the haunted house or getting free of a terrorist situation. The player character often discovers a strength that is born from the experience.

A normally innocuous situation starts a chain of events that end in disaster. For example, the immature prince of a kingdom decides to run away, but the kingdom thinks he is abducted. The kingdom wages war on the supposed offenders. In the midst of the war the PC must set things back in harmony.

The PC is born into a family of conflict. The PC is good, while the PC's sibling is evil. This ultimately results in a family feud where the PC must either correct their sibling's behavior or destroy them.

The PC is under auto-self destruct. The PC may be dying, carrying a bomb, or in another situation that limits their time and motivates them to resolve the problem. The PC uses this situation to relentlessly pursue their goal. An interesting twist surprises the player by providing a one time extension when it is clear the goal cannot be accomplished.

Socio-Political

An corporation or government creates a bad situation by exploiting their power, taking advantage of the population's trust, or falling prey to greed. The PC is placed in the middle of the conflict and must seek to resolve it by destroying the organization, or eradicating its mistake.

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A political regime that resembles some unsavory historical group (e.g. Nazis, Roman Tyrant, etc) grows in popularity. The player character defects from this political organization because of a change in morality. The PC's change was born from a traumatic experience. Using their insider knowledge the PC infiltrates and destroys the political machine.

The world changes, but the enemy NPC doesn't want to change with it. The NPC works to reverse the natural order, while the PC seeks to balance the NPC's efforts. For every action there is a reaction, and the PC is the source of that reaction.