

LIKE STEALING CANDY...

An RPGGeek.com Holiday Adventure

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“Like Stealing Candy...” is a holiday adventure designed for use with the Colors of Grey role-playing game by Accessible Games. Colors of Grey can be freely downloaded at <http://www.rpggeek.com/filepage/69570/colors-of-grey-sourcebook>.

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INTRODUCTION

The Midnight Star Ruby is one of Vladamir Manor's most prized possessions, but when a rival band of thieves tries to smuggle it out of the manor on Halloween night, the Chameleons must step up to the challenge and intercept it for themselves before the precious gem is lost!

As a Chameleon, you must infiltrate the manor and intercept the ruby. Avoid letting on that you're the member of a secret thieves guild and remember, never *ever* mention the mark's name aloud or give away the name of your secret hideout!

Era: 21st Century

Statue: Midnight Star Ruby

Location: Vladamir Manor

Challenges: Rival thieves' guild, masquerade guests, manor security, trick-or-treaters

Tavern: Stoker's Hotel, Transylvania

BRIEFING

The Boss may read the following italicized text aloud or summarize it for the players:

Word on the street is that a rival thieves' guild is smuggling the famous Midnight Star Ruby out of its home at Vladamir Manor during the masquerade party on Halloween. We appreciate that they have gone through all of the work to steal and smuggle it, but we simply couldn't approve of them getting away with this heist. It is your job to intercept the Statue and bring it back to the Tavern without raising suspicion.

If the players have any questions, the Boss knows the following information:

- 👤 The Midnight Ruby is a priceless gem.
- 👤 Deep red and perfectly round, it could easily be mistaken for a piece of cinnamon candy.
- 👤 Vladamir Manor hosts a masquerade ball every Halloween and many important guests attend.

- 👤 The masquerade is scheduled from 6 p.m. to midnight and guests are allowed by invitation only.

Before continuing to the Surveillance stage, read the following to the players:

It may be wise to let the rival guild steal the Statue first. If they fail to do so and their cover is blown, security at the manor may become overwhelming and we'll never get our hands on it!

SURVEILLANCE

The masquerade will last only six hours, but the players may spend time gathering information and surveying the manor before-hand as they choose. It is important to note that no guests will be allowed in the manor before 6 p.m.

Allow the players to be creative; they may use surveillance, disguise, swindling, and other skills in an effort to gather information about the upcoming events. Below are a few ideas about what types of skills may be used, but by no means is comprehensive.

- 👤 **Surveillance:** Caterers, groundskeepers, and other uniformed workers constantly move in and out of the house before the party. A giant bag of candy is seen being carried into the house.
- 👤 **Disguise:** Players may attempt to disguise themselves as wait staff to gain early entry to the house.
- 👤 **Swindle or Sneak:** Players may gain illicit access to the guest list to see who is coming (feel free to make up celebrities, public officials, etc.) Players may speak with other staff about the events; they will find out that a bowl of candy is being placed near the door to pass out goodies to trick-or-treaters. Count Vladamir loved to trick-or-treat as a child and he will pass on the fun to future generations.

Remember that the players are not yet on the Infiltration stage of the scenario. They may be

tempted to simply steal the Statue and make off with it before the masquerade begins, but putting themselves at such a high risk may anger their Boss. Their goal is to intercept the Statue as it is being smuggled out of the manor, not to get caught in the act of stealing it themselves!

INFILTRATION

At 6:00 p.m., the fun begins! There will be a lot of variables that will determine the success or failure of this mission, so hopefully the players came prepared.

Try to role-play the masquerade. Players will get the chance to hob-nob with celebrities, swindle politicians, and perhaps even pickpocket a sheik. Work some mingling time into the story and everyone will have a more enjoyable time. Ask yourself the following questions:

- 👤 What sort of costume might a local land baron wear?
- 👤 What does a diva wear when she's not being herself?
- 👤 How about an action hero star or a renowned comedian?
- 👤 Is this a ball designed for stuffy people, or does Count Vladamir have Halloween party games?
- 👤 Will guests be bobbing for apples, walking through a haunted maze, or just wandering around in circles and mingling with others over a glass of champagne?

Answer some of these questions, then play them up during the game. Involve the players in party games, let them meet celebrities, and so forth.

If the players disguised themselves earlier as wait staff, find out if they want to remain in that get-up or if they would prefer to leave and return as masquerade characters. Either option is valid, but events may play out differently depending on their choice.

AS WAIT STAFF

The wait staff must work throughout the masquerade, so if the players chose to remain in this disguise they will need to continue to be convincing workers. The staff will not be permitted to interact with the guests on a casual level; they

must only offer food, drinks, etc. and may not speak with them about anything personal.

AS GUESTS

Should the players decide to join the masquerade as guests, they will need both a costume and a forged invitation. Allow players to be creative with their costumes – it is Halloween after all – and do not require them to make Disguise checks; everyone is in disguise tonight!

Guests must have an invitation to enter the manor. Allow players to use the Forgery skill to cook up their own, or allow them to Pickpocket invitations from other arriving guests. Note that there is just one invitation per guest, and pilfering an invite may not be easy.

After the players have gained entry, let them spend some time rubbing elbows with the social elite. If you would like, have them participate in Halloween party games, haunted mazes, and so forth; the choices are endless!

THE STATUE

During the evening, drop hints about what might be going on with the Statue. The rival guild is working silently in the background to smuggle it out of the manor, and it is up to the players to know where it is and decide when to make their move.

Nobody knows who the other thieves are, so everyone is suspect. You can increase tension by occasionally dropping tidbits of information, such as guests going upstairs (when the rest of the party is clearly downstairs) and wait staff refilling the bowl of candy. Throughout the evening trick-or-treaters come to the door and a butler hands out plenty of sweets.

Astute PCs may keep an eye on the candy dish; the most likely place for a candy-sized ruby to be hidden. If any of the PCs mention they are going to be watching the dish, or any other guest in particular, have them make a Surveillance check. Success means they do a good job of keeping track of individual guests or maintain a close watch on the candy dish.

At some point in the evening, a guest will walk down stairs and head straight to the candy dish. They will put their hand in and, a moment later,

bring it out and unwrap a piece of candy as if they were just dipping into the goods. Immediately thereafter the doorbell rings, and the same guest offers to answer – after all, they’re right there at the dish already. He greets the trick-or-treaters, passes out some candy, closes the door, and rejoins the party.

This should pretty clearly be the moment the players have been waiting for! To create more tension, you may choose to have this event take place while some of the players are in the middle of bobbing for apples or performing job duties as a waiter.

It is now time for the players to figure out how to get the candy from the children.

STEALING CANDY FROM CHILDREN

At least one of the players should have spotted the Statue being smuggled out of the house. They will need to alert their fellow Chameleons and quickly formulate a plan about how to intercept it before it gets passed off to the other thieves.

It isn’t common knowledge, but these kids are not in cahoots with the rival thieves’ guild. The players are welcome to come up with any sort of scheme they choose to swindle, bully, pickpocket, or otherwise part the children of their candy in an effort to get their hands on the Statue.

Note: there are no rules for physical combat in Colors of Grey. Master thieves do not engage in such activities, so there shouldn’t be a final confrontation or shoot-out with the rival gang (that would be much too obvious and draw entirely too much attention).

Below are a few example scenarios of what may occur based on various skill uses:

-  **Pickpocket:** the players tail the children to a dark street and nab their candy bags.
-  **Sleight of Hand:** the players distract the children with creepy Halloween toys and make off with their candy bags.
-  **Rope Use:** the players rig a snare trap or lasso and yank away the candy.
-  **Swindle:** the players bully or otherwise trick the children out of their goods.
-  **Technology:** the players use some of the items they brought with them in a creative manner.

ESCAPE

After the players have obtained what they believe to be the Statue, they need to make their way back to the Tavern. Unfortunately for them, the rival gang is not going to be pleased with their meddling and they may need to contend with their attempts to take back what they rightfully stole.

At this point, the players will likely be outside on residential city streets with countless other children and their chaperones as potential witnesses. They won’t be aware of who may or may not be in the other thieves’ guild, though astute players may observe adults walking around *without* children and assume them to be hostile.

Players may sneak, climb trees, jump fences, and even swindle their way into another house’s Halloween party in an effort to throw off their pursuers.

The players will need to make **two successful skill checks per person** to escape successfully. For each unsuccessful attempt, the other thieves will gain some ground on them. Keep tensions high by narrating what happens when they fail a check.

The players fail to escape and the rival thieves overtake them and steal back the Statue if the players fail too many skill checks. If a number of checks equal to the number of players are unsuccessful, the team loses.

For example, if there are four players at the table, a total of eight checks will need to be successful for the players to escape. If four checks are unsuccessful, the team loses.

Let the players be creative and decide how best to employ their own strengths when escaping. They will stand a better chance if they play to their characters’ strengths.

REWARD

Should the players successfully return to the Tavern with bags full of candy, the odds are good that they successfully intercepted the Statue. Assuming they did not discuss the Statue or the Tavern during the adventure and the hideout was not discovered, congratulate the players on a job well done and reward them with a skill point to spend on their character’s skills.