

Pie Fight

Introduction: Welcome to *The 5th Annual Memorial Pie Crafting Tournament and Festival Sponsored by Lord Komdor Shatterfury and the Dessert Council!* This exciting gala right in the middle of town is an excellent opportunity to relax, enjoy some fun pie related events and games, and then watch the final round of the Pie Crafting Tournament to see which pie Lord Shatterfury chooses as the best one of the festival! Just ignore those sour faces over there, they would rather eat cake. But I'm sure those bakers won't cause any problems!

A 3-hour adventure for 6th level characters

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Introduction

Lord Komdor Shatterfury is a retired adventurer of some renown, who now enjoys spending his hard earned coin indulging in his love of pies of all sorts. He bankrolls the Pie Festival and presides over the final round of tasting to determine who is the winner of the Crafting Tournament. Townsfolk spend months perfecting their recipes for this event, as the winner receives a significant prize purse and gains enough notoriety to attract a huge influx of new customers.

Over the years as the size and scope of the festival grew, so did the resentment of the cake bakers in town. Attempts to expand the festival to include them, or start a separate event for just cakes, have all failed. The weeks leading up to the festival, as well as the many weeks after it is over, is a hard economy for cakes. Many have started to protest the whole affair. There is even whispers of a plan to sabotage the final pie tasting.

The characters will have plenty of opportunity to enjoy the various events at the festival at their leisure, and might even uncover a plot from people who hate pies. Can they stop the festival from being ruined before it's too late?

Chapter 1: Enjoying The Festival

When you and the players are ready to get underway read the following:

As you turn towards the main drag in town you can see the street has been turned into a colorful fairgrounds! Streamers and flags of all colors fly in the breeze, tents with outlandish images painted on them cover stalls of various goods, and jesters call out to the excited crowd inviting anyone to enter into games for prizes. In the distance a rollicking band of musicians fill the air with energetic joy. On a massive banner overhanging the entranceway you can see painted in bright red letters, "Welcome To The 5th Annual Memorial Pie Crafting Tournament And Festival Sponsored by Lord Komdor Shatterfury and the Dessert Council!"

This chapter is designed to give the adventure party plenty of options for fun diversions and games, as well as small events that might foreshadow later troubles. These events can happen in any order, and can be presented when characters express interest in finding certain games or tastings. At any point the horn signaling the Final Tasting can be sounded to start the next Chapter.

Hawk's Preserves

This stall is full of shelves of canned jams and jellies, all labeled in gorgeous calligraphy. The owner of the stall is **Selga Hawkbleeder**, a human women in her mid 60s. She's a kind, generous woman who has a love for surprising combinations of flavors. Unlike many of the other vendors who are shouting and calling to attract attention, Selga sits contently in her chair smiling and waiting for customers. She knows nothing about tensions between cake and pie sellers, and if asked will

just express hope that everyone can just get along.

Selga sells just about any flavor of jam or jelly the characters could ask for, and sells a mason jar of the basic flavors for 2 sp each. She also has a few exotic flavors (Rose Petal Jam, Black Fig, Ges Jam, Spiced Tomato, Bramble Jam, Snail Jelly) for 5 sp each. If the character are nice to her, or buy more than one jar, she will be generous with her discounts.

Next to where Selga sits is a table with a jar of bright red jam, a silver spoon, a silver pitcher of water with a glass, and a small sign that reads, “*Are you brave enough to try The Fires of Chult?*”. The spicy jam on the table is made from a exotic hot pepper native to the jungles of Chult. The hot pepper is called Kwayothe’s Kiss, and is named after the merchant prince who discovered it.

Selga is challenging people to try her hottest jam ever. If a character can eat a spoonful and not drink any water afterwards she will offer a prize of any one jam or jelly for free. Characters who accept the challenge must succeed on a Constitution saving throw DC 15. On a failure they take 2 fire damage and cannot stop themselves from immediately drinking several glasses of water. On a success they take 1 fire damage and resist drinking any water, thus winning the prize!

Pie Eating Contest

On a large wooden platform festooned with ribbons sits a table with 5 chairs. **Zackary Belon**, a human male in a chefs uniform, is banging on a pot with a big wooden spoon and calling out for participants in the next Pie

Eating Contest. When the characters pass the platform he will announce this is the last time they will run this contest today. Any number of characters can volunteer to compete, and any empty spots will be filled with townsfolk.

Each contestant is given a spoon and one large caramel pie. The pie is extra thick, almost like tar, and while delicious it is difficult to eat. When the competition starts the contestants must start eating their pie, with people dropping out as it becomes too difficult to keep going. The winner is the last person still eating their pie.

The contest is a series of Strength checks. The DC starts at 10 and goes up by 2 every round. Any townsfolk that fill spots in the competition get a +1 to their checks. Those that fail a check feel their jaw lock up from the thick caramel and need to stop. If everyone is knocked out in a single round then whoever rolled the highest wins.

The winner receives an oversized blue ribbon, about 2 feet tall, that says “*WINNER*” across the top. They also get a coupon for one free pie from the shop of the winner of the Pie Crafting Tournament.

Stolen Coupon

During the Pie Eating competition **Bagrif Norwell**, a teenage human male, will try and steal the free pie coupon. It’s sitting on the side of the platform near the huge blue ribbon. He’s not a practiced thief or very stealthy, but he’s hoping the distraction of the contest will be enough to get away with it. It’s a Perception check, DC 10, to notice him stealing, but characters participating in the contest must roll with disadvantage. If he’s

spotted he'll try and run. Characters can give chase, though if they were participating in the pie eating contest they automatically loose.

If caught Bargrif is too scared to try and lie. He'll admit that a couple of older men promised him a gold piece if he stole the coupon and gave it to them. He doesn't know any names, but thinks they might be some of the cake bakers in town who are upset about the festival. He's too afraid about punishment from his mother, and will plead to be let go.

If the characters return the stolen coupon to Zackary he will be very grateful, and offer to let the characters keep the coupon with his thanks. If pressed for something else he'll pull out a stack of coupons and offer one to each of the characters.

Cow Milking Contest

Slightly off the main road is a large pen filled with cows. A new sign on a wooden post reads "*Milking Contest!*", and several people are setting up stalls with buckets and stools. Running the event is **Cassandra Hedgehopper**, a female halfling in working leathers and a bright scarf tied around her head to keep hair out of her eyes. She's encouraging people to join in the contest, and will take every opportunity to promote her dairy farm while doing it.

There is space for 5 competitors, and any empty spots will be filled with townsfolk. The challenge is to get as much milk from the cow as possible in one minute, the winner will have the most milk in their bucket. Characters get chances to use different skills to get milk from their cow, DC 12. Any skill can be used

with an adequate explanation. Examples of possible skills; Animal Handling, Nature (to know how to milk a cow), Sleight of Hand (to deftly do the correct motions), Performance (some say singing to a cow helps them produce more milk). The first character to get 3 successful checks will win with the most milk, with ties broken by who rolled highest on the last check.

The winner gets a tiny ornate cowbell, made of brass, and engraved with the Hedgehopper name. It makes a pleasant noise when ringed.

Cause A Stampede

Several individuals will try to startle the milking cows participating in the Cow Milking Contest. The attempt is loud and obvious, but they are hoping in the confusion of the stampede they can run away and not be caught. The characters might notice them loitering around the pen, looking suspicious as they wait for an opportunity to act. Or they might see the comotion they cause when trying to startle the cows into running.

The cows are rather docile and so it takes quite a lot of noise and commotion to get them to start running. The characters could notice the attempt and try to stop them before everything gets out of hand. If the cows begin to stampede, characters could take steps to stop them before someone gets hurt or stalls get trampled. Players might also try and chase down the ruffians who started the stampede, who will attempt to flee and hide in the crowd as soon as the commotion starts.

Cassandra Hedgehopper will call for the guards as soon as everything is under control.

She also saw the individuals responsible for startling the cows, and will corroborate any description the party gives. If the characters manage to catch one or more of the individuals they will give up as soon as any threat of violence is made, and while sullen will admit to being bakers in town who are unhappy with the pie centric festival.

Smaller Festival Events

There are some smaller distractions that the characters can engage with while enjoying the festival. Some of these could be used as locations for more mischief by the cake bakers.

In a nearby field there is a stage set up in front of a large open space. On the stage is a group of lizardfolk bards singing while playing bongos, a banjo, a lute, a shawm, and an upright bass. The space in front of the band is filled with happy, dancing townsfolk. Every so often a sullen individual associated with the cake bakers wanders through, trying to start a fight or trip dancers.

All along the way there are vendors selling and sampling all sort of pies. There are dozens of flavors to be tasted; apple, blackberry, blueberry, cherry, lemon, pumpkin, berry, banana cream, bean, butter pie, caramel, cheese, custard, chicken & mushroom, shepherd's pie, mud pie, pork and spinach, mincemeat, fish head, pepper pie, and more.

Any characters that does a Perception Check DC 12 will notice a pair of sullen humans in bakers outfits conspicuously not enjoying themselves. If confronted they are bitter and sullen, and while they will admit to being cake

bakers who are upset with the whole festival they will deny any shady actions or intent. If the characters choose to hide and follow them, the cake bakers will meet up with a few friends who will all whisper about “*getting ready for the Final Tasting*” and “*make sure we are right up front*”.

Chapter 2: The Final Tasting

After the characters have enjoyed themselves and had a few encounters, read the following:

Suddenly from the main square you can hear the blaring of a loud trumpet. Everyone around you reacts with excitement and glee, and shouts of “The final tasting!” and “Lord Shatterfury is going to make a decision!” fill the air. Vendors begin to close up their shops as almost everyone surges towards the main square to vie for a spot to watch the festivities.

The characters may join the crowd as they head for the main event. If they decide to hang back and snoop around the festival because of suspicions about the cake bakers, or curious about stealing some goods, some time can be allowed to check a few things out or get up to some mischief. However the whole festival shuts down to watch the Final Tasting, so eventually all that are around are attentive town guards.

Once the party heads for the square read the following:

In the large, open square a simple wooden table and a single chair have been set up under a magnificent colorful pavillion. A carriage pulled by fine black stallions approaches the table, and as the gathering crowd murmurs in excitement the carriage stops and opens. A male dwarf, almost as wide as he is tall, waddles out of the carriage with a joyful grin on his face. He's dressed in elegant, nobles clothing, and waves to the assembled crowd as they cheer enthusiastically for him.

The Dwarf is Lord Komdor Shatterfury, the patron of the festival, and it is obvious he is well loved by the assembled crowd. He is in excellent spirits, a smile on his face at almost all times, and greets everyone in a warm, friendly manner. Because of how overweight he is it takes him a while to get to the stage, climb the stairs, and then stand behind the table. He will give a speech detailing how happy he is to participate in the final round of tasting to decide the winner of the pie competition, and the sit down.

The first pie to be brought out is a large cream pie, with fluffy whipped cream stacked almost a foot high. As Lord Shatterfury prepares to dig in, a hush of anticipation will fall over the crowd. During that moment the characters should notice some rhythmic chanting coming from close to the stage. A DC 10 Arcana check will confirm someone is casting a spell. Several men in bakers outfits are right in front of the stage, and a DC 10 Perception check will confirm that one of them is reading off of a spell scroll.

Before Shatterfury can start to eat his pie, or anyone can react, one of the cake bakers

reading the scroll will suddenly shout, *"The tyranny of pie is over!"* as the spell is cast. It's a modified Animate Object spell, cast on the cream pie on the table. It immediately starts to come alive, growing in size and covering the table as terrified townsfolk scream and flee.

The Pie Monster Encounter:

The Pie Monster is a legendary creature created out of cream and malice. It will attack anything and everything within its grasp, and draw power from creatures it consumes. It's first target will be Lord Shatterfury, the closest creature, but it can very easily become distracted by anyone attacking it.

Lord Shatterfury will fall backwards in his chair in surprise, and require the assistance of his guards to stand up and flee. They will focus on protecting their Lord, and the town guards will help the citizens flee to safety and catching those responsible for summoning the creature. This leaves engaging directly with the Pie Monster up to the players.

An image of the Pie Monster, along with it's stats, can be found at the end of this adventure. You will also need the stats for the Swarm of Insects (*Monster Manual Page 338*).

Resolving The Fight:

Once the Pie Monster is dealt with Lord Shatterfury will quickly come to thank and praise the characters for dealing with the creature. He will gladly offer the prize purse that was supposed to be for the winner of the Pie Tournament as payment for their heroic actions. It contains a total of 400 gold pieces

in a large decorative leather pouch with a pie stitched into the side of it.

The town guard will return with the cake bakers responsible for summoning the monster. They have been searched and the guards turn over what they found to Lord Shatterfury; 2 large kitchen knives that were being carried as weapons, a magic scroll, and a total of 15 gold pieces. If the characters request it, Lord Shatterfury is happy hand over all those items. The knives are nothing special, just exceptionally well cared for kitchen knives. The scroll is a Scroll of Animate Objects. It is not the more powerful one they used to animate the pie, and when asked the cake bakers will admit that they only had one of those special spells. This second scroll was their more normal spell as a backup plan.

Lord Komdor Shatterfury will order the guards to take the cake bakers to prison, upset that they ruined the grand end of the festival. The bakers will throw themselves on the mercy of the characters, pleading for their lives and the lives of their families. They will claim that the festival disrupted their business so much they had to try and stop it, and being sent to prison would finally destroy their business and families. If the characters want to devise a more creative punishment, or something more lenient, Lord Shatterfury will agree to their suggestions.

As the townsfolk slowly return now that the danger has passed, Lord Shatterfury will praise the characters for their brave deeds in saving the lives of everyone in attendance. He will announce that the festival will be extended for one additional day to make up for the monster attack and the failure to have a Final

Tasting. This is cause for celebration, and everything will reopen so the characters can return to enjoy the rest of their time at the Festival!

The Legendary Pie Monster:



LEGENDARY PIE MONSTER

Large aberration, unaligned

Armor Class 12 (natural armor)

Hit Points 152 (16d10)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	16 (+3)	3 (-4)	10 (0)	1 (-5)

Condition Immunities prone

Senses darkvision 60 feet, passive Perception 12

Languages —

Challenge 9 (5000 XP)

Banana Peel. The ground in a 10 foot radius around the Pie Monster is slippery and slick. Each creature that moves into the area, or starts its turn there, must succeed on a DC 12 Dexterity saving throw or be knocked prone.

ACTIONS

Multiattack. The Pie Monster makes two Bite attacks.

Bite. *Melee Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 12 (2d10 + 5) piercing damage.

Blinding Cream (Recharge 5-6). The Pie Monster spits a gooey mass of cream at a point it can see within 20 feet of it. The glob explodes, sending whipped cream flying everywhere. Each creature within 15 feet of the explosion must succeed on a DC 15 Dexterity saving throw or be blinded until the end of their next turn.

LEGENDARY ACTIONS

The Pie Monster can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Pie Monster regains spent legendary actions at the start of its turn.

Bite. The Pie Monster makes a Bite attack.

Slide. The Pie Monster moves 5 feet.

LAIR ACTIONS

At the top of the round the Pie Monster takes a Lair Action to summon a Swarm of Insects. Roll a d4, a swarm is summoned based on the table below:

1. Swarm of Fruit Flies
2. Swarm of Ants
3. Swarm of Geckos
4. Swarm of Hummingbirds

The Swarm uses the statics of a Swarm of Insects from the Monster Manual. It appears in an unoccupied space 50 feet from the Pie Monster, and will use its movement every round to head for the Pie Monster. It will attack any creature along the way, but will not remain engaged and will provoke opportunity attacks to keep moving. If it reaches the Pie Monster, it will be absorbed. The Pie Monster will regain hit points equal to the hit points the swarm had remaining, and as an immediate reaction will do a Blinding Cream attack centered on itself.

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