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THE BIG PIE CAPER

A Playset for Costume Fairy Adventures

Revision 1.01

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Introduction

Become the life of the village party in *The Big Pie Caper*! Three humans have made the drastic error of inviting you and your fairy friends to interfere with the annual pie-eating contest, hoping to secure their own victory and win the heart of the fair baker.

They'll learn the hard way that fairies honour the letter and not the spirit of humans' requests, but not before you've brightened up the festival with pranks, shenanigans and general mayhem.

The Big Pie Caper is an introductory Playset for *Costume Fairy Adventures*, giving 3–6 fairies a rich target for mischief and light-hearted chaos. Use your Costumes and magically-empowered Wishful Thinking to make a sleepy farming village into a much more interesting place, and get your hands on as many tasty pies as you can.

Running the Playset

The Big Pie Caper doesn't have any major twists on the basic formula. Since it's an introductory Playset there's a good chance that you, the GM, are new to the game – so we'll also go over a few things to keep in mind for your first time out.

Preparation

Major NPCs 19

- Most of the action revolves around the **major NPCs**' personal drama, so you should familiarise yourself with their profiles before play begins.

Random Pies 61

- Pies play a big role in this Playset. If you're not particularly pie-conversant, give the **Random Pies** appendix a quick read for inspiration.

- Remove the Chef's Smock, Gothic Dress, Maid's Uniform and Pot Lid Armour Costumes from the deck and set them aside – these Costumes will be awarded in specific events.

- If you're playing face-to-face, we've provided print-and-play cards to save you the trouble of writing out all of the included Shenanigans. There should be a copy in your download package, or you can get one from the Penguin King Games website at www.penguinking.com.

Many Costume Cards are anachronistic in the context of this Playset. This doesn't have to be a big deal; fairies' imaginations are not bound by linear time. Big Folks won't understand what the Cardboard Robot Costume is supposed to be, but not understanding fairies is business as usual anyway.

However, if your group likes to improvise, you can try the following approach: when a fairy puts on an anachronistic Costume, ask her player to improvise a setting-appropriate version. Maybe the robot is a dwarven construct. Maybe disco is a thing in the Empress' court. Don't sweat it too much; the idea isn't to make these Costumes hard to use, but to put a fig leaf of genre-appropriateness on them.

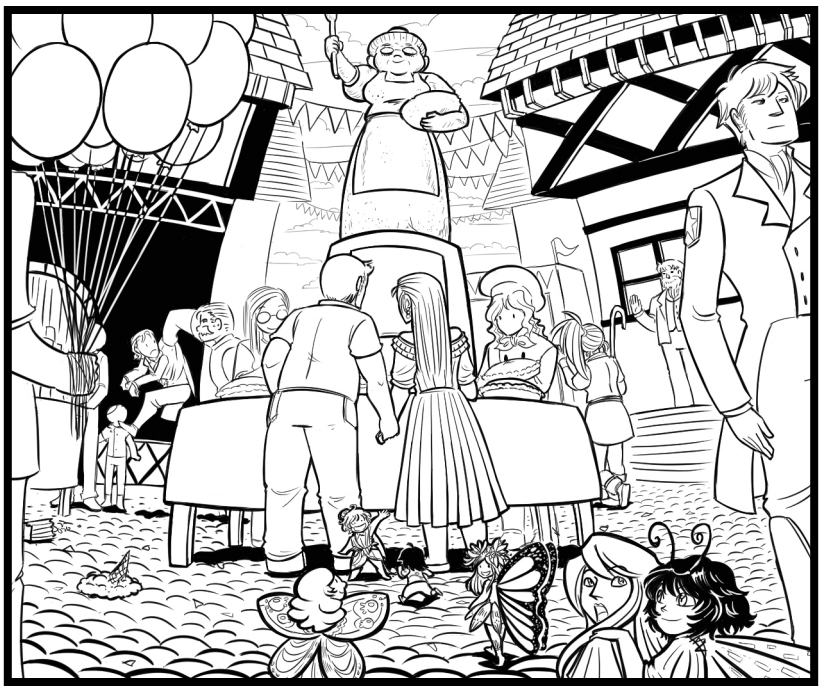
The Pie Festival

The village is a rural community in a typical fantasy world just on the cusp of an industrial revolution. The Pie Festival is the biggest day of the year, bringing in farmers from across the district and travellers from across the barony. The focus of the festival is the pie-eating competition, which awards copious local glory and a trophy. Mae Honeydew is responsible for producing sufficient pies for the competition, and despite her exceptional baking skills is hopelessly overwhelmed by the work, as she is every year.

Current Events

Today's core drama is the three suitors competing for Mae's affections, all oblivious to her complete lack of time or patience for matters of the heart on her busiest day of the year. Bill Harvey and John Thompson have made Mae the focus of their pointless rivalry, while Tanya Barrington is operating under the increasingly delusional fantasy of being the heroine of a romance story with Mae as the dashing prize. All three have entered the pie competition, and all three have requested the help of the fairies to foil their rivals.

The secondary drama revolves around the family traditions of the Smiths, who are the village smiths. Smithee Smith VI is determined that his son will succeed him; Smithee Smith VII is determined to rebel against his father, aided by his charismatic and cunning girlfriend Rose Carter.



Core Shenanigans

The following Shenanigans make up the central "adventure" of this Playset. The Core Shenanigans for Act One should be distributed at the start of the session; after an appropriate span, the GM should select a set of Core Shenanigans for Act Two based on how badly the festival has gone off the rails by that point.

Act One: A Bargain with the Fair Folk...

Getting the fae to solve your problems is never a good idea, but three of the villagers are desperate enough to do it anyway. The fairies have come to the village on the day of the great pie-eating competition in response to three messages left in the woods with offerings.

Hand out the following Shenanigans to the players after they've picked their characters and received their Costumes.

The Butcher's Prayer

You found the following note strapped to a side of bacon hung halfway up a tree:

"Dear Fairies, that bastard Bill Harvey has almost won my beloved Mae over, and I can't have that. Stop him from winning tomorrow's pie-eating contest, and you'll have enough sausages for a year."

10

Burn His Wick (10 Motes)
Ensure that the candlestick maker Bill Harvey does not win the pie-eating competition, by any means necessary.

The Candlestick Maker's Prayer

You found the following note tied to a burning scented candle in a beautiful brass candlestick hastily mounted on a road sign:

"Dear Fair Folk, I have almost won the heart of my beloved Mae, but that awful John Thompson is always getting in the way. Make sure he doesn't win tomorrow's pie-eating contest, and your lairs will not be dark for a year."

10

Spoil His Meat (10 Motes)
Ensure that the butcher John Thompson does not win the pie-eating competition, by any means necessary.

Piestravaganza

Use this branch if the fairies have most or all of the remaining pies in their possession.

You've taken the village's most precious resource on this most important of days. You've enraged Mae Honeydew, Jack Pratt and the contestants. Good work!

10 **Eat the Hostages (10 Motes)**
Eat the pies. Every last one. This is possible for fairies, but not easy with half the town on your heels.

10 **Rebranding (10 Motes)**
Successfully convert today into some other sort of festival, so the humans aren't so broken up over their lack of pies.

Gratuitous Property Damage

Use this branch if the fairies have inflicted the sort of property damage you'd associate with an invading army rather than pranksters.

That was some hilarious mayhem you caused, but it fits the ogre idiom much better than fairy. Humans don't seem to like it when their villages are ruined, and you're so much squishier than an ogre. Eep!

10 **The Great Fairy Hunt (10 Motes)**
Survive everyone in town hunting you down with pitchforks, nets, frying pans and blunderbusses until things cool off!

10 **Good as New (10 Motes)**
Fix all the destruction you caused (more or less).

Major NPCs

This section covers the major people the fairies will encounter in the course of the Playset. They aren't guaranteed to *remain* relevant, but they're part of the Core Shenanigans, so there's more Motes in messing with them than other villagers. See the **Random Encounters** section in this Playset for a selection of additional NPCs to round things out.

35 Random Encounters

Main Characters

These NPCs are directly involved in the pie-eating contest.

Mae Honeydew

Pie Baker Extraordinaire, Not Having a Good Day

The middle-aged owner of the village bakery, jovial by nature but fiercely proud of her art. Today she's looking exceptionally frazzled; she's far better at crafting an individual pie than managing the logistics of baking at scale.

Relationships: Mae is one of the few people in the village acquainted with the fairies, as a victim of pie-thieving shenanigans. She adores the Mayor, her uncle and closest living relative, when he's not suggesting there's more to life than pies. Her closest friend is Allison Carter, but she spends much more time actually talking to her apprentice Catherine Pollock and her best customer, Tanya Barrington.

M *moxie* 3

F *focus* 3

limit 10

Artisan Baker, This Is the Most Important Day

Pies Are My Life: +1 edge on any roll involving pies.

Pievenger: Mae can be summoned (via Summon Opposition) at a reduced cost of 2 skull after any misadventure occurs to pies anywhere in the village.

5 !

The Pie Price (5 Motes)
Present Mae with a gift that adequately compensates her for past pie thievery.

5 !

With a Little Help… (5 Motes)
Engineer a situation in which one or more of Mae's friends can be genuinely supportive on her big day.

?

It's easy to let Mae get sidelined baking pies all day. Don't let this happen. Mae should have a big role to play, and thanks to her lack of organisational skills and refusal to delegate, she can plausibly show up nearly anywhere. Have her turn up at the Rose Gables to beg ingredients from the Shirazis. Have her turn up at the Town Hall to give a status report to the Mayor. And of course, whenever the fairies' mischief harms a pie, have her turn up there, too!

Honeydew Bakery

The So Many Pies yet Still Not Enough, Scene of a Previous Crime

It'd have a more interesting name, but thinking it up would have wasted precious baking time. Normally a utilitarian, well-ordered bread shop, today it is the nexus of a logistics nightmare. Sacks of ingredients, exhausted apprentices and makeshift ovens filled with pies litter the surrounds. Mae will be found here, baking furiously, and will be extremely reluctant to leave unless it is time for the competition or there is a grave risk to the pies already delivered to the site.

Scrounging: Chef's Smock

5!

Pie-a-pult 2.0 (5 Motes)
Using only materials obtained on-site, hit someone in the Village Square with a pie fired from the bakery.

5!

Overtime Considered Harmful (5 Motes)
Convince an overtired apprentice to do something deeply stupid and hilarious.

The Rose Gables Inn

The Gentrification Process, More Authentic than the Real Thing

A village pub, formerly The Butchered Lamb. Khadija Shirazi and her wife Xiaoling, retiring young from successful careers as bankers in the capital, took over and renovated it into a splendid inn.

Contestants are barred from the inn, but this is no obstacle to everyone else; a large portion of the district is here getting an early start on the celebrations, and the Shirazis are struggling with the sudden influx of business. Rose is being the life of the party but drinking very little, while VII is drinking a great deal specifically because his father can't. The fairies will find a welcoming audience; the humans are in a good mood and up for a bit of nonsense, so long as it doesn't disrupt their supply of food and booze.

Scrounging: Maid's Uniform

2 **Help Reluctantly Accepted (2 Motes)**
Help the Shirazis serve their guests. ***Bonus:*** +3 Motes for doing so in a way that's impressive, horrifying or both.

1-5 **Merry Mixologist (1 Mote per action; max. 5 Motes)**
Invent crowd-pleasing drinks from the Shirazis' stock of boutique spirits and random gourmet ingredients. Gain 1 Mote per human that likes it, to a maximum of 5 Motes.

For Younger Gamers

The bar area becomes an elegant tea and cake shop. The "Merry Mixologist" Shenanigan now involves boutique hot chocolates.

Locations (d66)

14–16 Alchemist Atelier

Unpredictable Concoctions, My That Is a Lot of Fireworks

It's unusual to see an alchemist set up shop in a tiny village. Maybe she likes the quiet country life? Her atelier is currently unguarded while she snuggles with her soldier girlfriend in the shade of a nearby tree.

Alchemist *(NPC)*

craft 4
limit 8

Here's One I Prepared Earlier, Explosives Veteran

Soldier *(NPC)*

moxie 4
limit 10

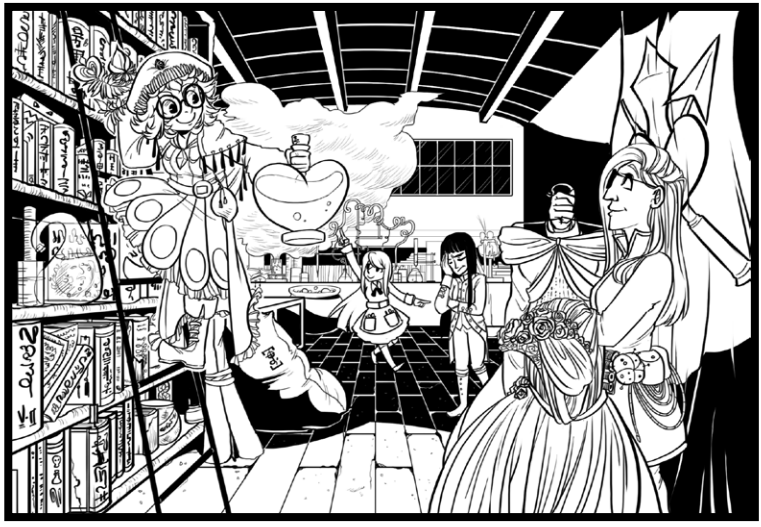
Things I Do for Love

5!

Festival Means Fireworks! (5 Motes)
Steal some fireworks, set them off somewhere unwise, and survive the inevitable consequences.

5!

Pielixir (5 Motes)
Eat the delicious-looking pie that's just been brought out of the cauldron to cool. ***Special:*** Roll on the Pie Chart (Weird Stuff subsection) to determine the effects of eating the pie.



Opportunities (d66)

Opportunities are a special, non-standard category of random encounter introduced in this Playset. Rather than establish a specific timeline of events for the festival, the following festival-related events may come rolling in at any point during the day. The GM can roll for or choose one whenever things seem to be slowing down; they don't count as Summon Opposition or Unleash Disaster actions, and thus have no cost to invoke. Each comes with a pair of free-floating Shenanigans that can be completed at any time.

11–13 Food Stockpile

You find a great deal of fresh food – fruits, vegetables, meats and the like – no doubt brought in by the farmers to share at the festival once everyone's sick of pies.

5

Food Fight? (5 Motes)
Food fight.

5

When Your Tailor Is a Chef (5 Motes)
Make functional armour out of a pumpkin. ***Bonus:*** One fairy may don the pumpkin over her Costume. On the next occasion she would take from a physical threat, she takes no .

14–16 Pie Decoration Table

For a small donation towards the cost of the festival, you can decorate the unbaked crust of a competition pie with a message for the participants. Old Ladsmore and Ahmadzai man the table, helping punters inscribe something that will survive the baking process.

1–5

Do Your Best! (1 Mote per pie; max. 5 Motes)
Decorate pies with heartfelt, adorable messages of encouragement.

1–5

Meta-sabotage (1 Mote per pie; max. 5 Motes)
Alter pies decorated by others to horrify and discourage the contestants.

Random Pies

The centrepiece of the contest are the pies, the key piece of this story and probably the true reason the fairies have come to the village. For those GMs who aren't proficient in pastry production, we provide a pie chart with appropriate descriptions to make the fairies (and their players) drool.

Choose a pie from the lists below, or roll d66 to select one at random.

Ordinary Local Sweet Pies

Consuming any of these pies restores 1d6 ⚡, as per the normal Stress recovery rules.

11 Cherry

This pie is a ring of perfectly crimped crust circling a deep, red sea of small fruits that are the perfect size for your open mouth. Diving into it fills your senses with the tart, sweet taste and smell of cherries, not to mention covering you in goo.

12 Apple

Your first taste is the golden-brown buttery crumb topping before you get to the apples buried beneath. The slices are firm to the tooth, but once they get in your mouth, the cinnamon-laced pieces just melt on your tongue.

13 Raspberry

A pile of juicy raspberries sits cozily in the pastry shell before you, their little caps perfect for one of your fists. Biting into a slice finds your mouth bursting with the sweet, sour juice before that final crunch of the seeds within.

Savoury Pies

Bacon and Egg

43

Whole, unscrambled eggs cover the surface of this pie, with pink and red chunks of bacon scattered on top. Eating through the tantalising topping brings a treasure trove of even more bacon, with coarsely chopped onion all about; the layer of delicious and flaky pastry just compliments it all.

Mushroom

44

The buttery, salty crust pulls away from the pie with melty strings of cheese, playing with the creamy sauce and the wild mushrooms that make up most of this earthy pie. The mushrooms vary from tender and rich to chewy and just a bit pungent. Some have just a hint of pepper and fruit to them, with others mild and velvety or more meaty in texture.

Mutton

45

The hardy crust is sturdier than the rest. Once you sink your teeth into it, you strike the ground lamb within and the heady aroma of pepper and wine quickly fills your nostrils. The finely ground mutton is dotted with garlic, with both mixed together through with crunchy peppercorns.

Vegetable

46

The crust holds a pile of finely chopped and roasted vegetables, many of which you can't quite recognise. Some pop with spice, others melt in your mouth, and a few white half-moons even have some crunch. The top of the vegetables are deliciously caramelised, adding more crisp texture.