



THE GREAT PIE HEIST

A ONE-SHOT ADVENTURE FOR DUNGEONS & DRAGONS 5TH EDITION

For 3–5 characters of 1st to 3rd level

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ADVENTURE SYNOPSIS

In the small village of **Honeybrook**, the annual Harvest Festival is in full swing, and the highlight is the prestigious Pie Contest. But disaster strikes when every single contest pie is stolen overnight! The desperate Mayor Bramblefoot hires the adventurers to recover the pies before the judging at sundown.

What begins as a simple investigation quickly turns into a fun adventure involving quirky townsfolk, a gang of pie-obsessed raccoon bandits, and a run-down house full of pastry.

Can the party outwit, out-charm, or out-bake the thieves in time to save the festival?

This adventure is designed to be lighthearted and goofy. It emphasizes player agency with **multiple valid solutions** to every problem, a flexible and memorable climax, and plenty of opportunities for silly, creative play.

THE HOOK

The party is enjoying the festival (or just passing through) when a flustered halfling in a flour-dusted apron comes barreling toward them.

Mayor Bramblefoot, a plump, mustachioed halfling with a big smile (now replaced by panic), comes to a stop.

“Adventurers! Oh thank the gods you’re here! The pies, the *contest* pies, every last one is gone! Stolen in the night! The judging is at sundown and without them the whole festival is ruined! The village is counting on this contest! Please, you must help us recover them. I’ll pay you 75 gold pieces and give you free festival pies for life!”

He wrings his hands. “We have no real crime in Honeybrook... I don’t know who would do something so horrible!”

What the Mayor knows (and will share freely):

- The pies were locked inside the judging tent overnight.
- This morning the tent flaps were open, crates empty, and strange small, clawed footprints were everywhere.
- A faint smell of cinnamon and “wet fur” lingers.
- He has no idea who the culprits could be.

He offers to introduce the party to the affected bakers and gives them full access to the crime scene. He is genuinely desperate and kind-hearted.

Skill Check Opportunity: A DC 10 Persuasion or Intimidation check gets the party a 25 gp advance on the reward or a basket of emergency muffins.

THE VILLAGE OF HONEYBROOK

Honeybrook is a peaceful, prosperous village of round, cozy buildings nestled among apple orchards and golden wheat fields. Halflings make up the majority of the population, but dwarves, humans, and a few elves live here too. Everyone knows everyone, and the biggest excitement is usually the Harvest Festival.

The air is thick with the smell of baking bread, ripe apples, and woodsmoke. Colorful banners flutter in the breeze, and the festival grounds in the town square are already bustling with stalls, games, and the grand pie-judging table.

Key Locations

- **Town Square & Festival Grounds:** Heart of the village. The pie contest tent is here (now empty and in chaos).
- **Baker’s Row:** A charming street of competing bakeries.
- **Mayor’s Hall:** Small but official building where the party receives the quest.
- **The Abandoned House:** A 2-mile hike outside town on a gentle hill. Looks abandoned from a distance.

THE INVESTIGATION IN HONEYBROOK

The party has most of the day (roughly 8 hours) before sundown. They can speak with NPCs, investigate the crime scene, and gather clues in any order. The more they learn, the clearer the trail becomes.

The Crime Scene - The Judging Tent

The large white tent in the town square is in disarray. Empty wooden crates sit where beautiful pies once were. Spilled fruit filling makes the ground sticky in patches. Small, clawed footprints lead away from the tent toward the woods.

- **Investigation DC 12:** The footprints belong to something small with dexterous paws - definitely not human or halfling.
- **Investigation DC 14:** A single cinnamon stick lies half-buried in filling (a clue to the thieves’ baking habits).
- Anyone who tastes the spilled filling recognizes high-quality ingredients and a distinct “raccoon-adjacent” musk.

Granny Applebottom’s Bakery

Granny is a sweet but sharp-eyed elderly halfling baker. Her famous “Grandma’s Secret Apple Pie” was widely expected to win.

Personality: Warm, grandmotherly, slightly gossipy, but no pushover. She has a twinkle in her eye and always has fresh baked goods.

What she knows: She woke in the middle of the night to the sound of “little feet scampering on the roof.” Looking out her window, she saw a “masked figure with a big bushy tail” carrying a stack of pies toward the woods. She assumed it was a dream until morning.

She happily gives the party a basket of warm muffins “for strength on the road” and mentions that the abandoned house has always been “a mite peculiar after dark, with strange chittering and lights.”

Master Crusty’s Bakery

A gruff, flour-covered mountain dwarf with an impressive beard braided with bits of dough. His “Rocky Road Rye Pie” is polarizing but beloved by dwarves.

Personality: Grumpy, competitive, secretly sentimental. He complains constantly but will help if the party earns his respect.

What he knows: He immediately accuses “those tree-hugging leaf lovers” (local elves) of sabotage. If the party succeeds on a DC 13 Persuasion check (or offers to taste his pie and pretend to like it), he admits he saw “a bunch of shifty raccoons” near the tent last night but didn’t say anything because “they’re always causing trouble.”

He can provide baking supplies the party can use as improvised weapons or distractions (“A well-thrown pie can solve a lot of problems, mark my words”).

Little Pip

A 10-year-old halfling boy with a wooden slingshot, messy hair, and dreams of adventure. He was “on patrol” (playing adventurer) near the tent when the theft happened.

Personality: Excitable, honest to a fault, hero-worships anyone who looks like an adventurer. Easily bribed with candy or praise.

What he knows: He saw the pies “come alive and walk away into the woods carried by a gang of masked bandits with big fluffy tails!” He followed them for a while but got scared when one looked back at him. He knows they went toward the abandoned house.

He will happily guide the party there if asked nicely (or given sweets).

Sheriff Nutmeg

The village’s enthusiastic but not particularly competent halfling sheriff. He wears a tiny badge and takes his job very seriously.

Personality: Dramatic, follows “protocol” to the letter, good-hearted but easily distracted by shiny things or food.

What he knows: He is currently investigating “the usual suspects” (which may include the party if they look suspicious). A DC 12 Persuasion or Deception check convinces him the party are “special investigators” and gets his (somewhat unreliable) help or keeps him out of the way.

He knows the abandoned house is supposedly abandoned but has heard “strange chittering noises” coming from it at night.

Gathering Enough Clues

The party doesn’t need every clue. If they speak with at least three NPCs or succeed on two key Investigation checks, they have enough information to confidently head toward the abandoned house. The DM should summarize the clues they’ve gathered and point them in the right direction if they’re stuck.

Optional Fun Town Encounter

While the party investigates, a group of local children (or a pack of overly friendly dogs) decides to “help” by staging their own dramatic re-enactment of the crime. This can provide comic relief and accidentally reveal a useful clue if the party plays along.

THE TRAIL TO THE ABANDONED HOUSE

The footprints and cinnamon scent lead into the Whispering Woods, a pleasant but slightly overgrown forest. The abandoned house sits on a low hill about 2 miles (roughly 45 minutes of walking) from the village.

Optional Skill Challenge: The Squirrel Toll Bridge

A family of squirrels has claimed an old log bridge as their territory. They demand tribute (shiny objects or food) for safe passage.

Skill Challenge (3 successes before 3 failures):

- **Animal Handling or Persuasion (DC 12):** Reason with the squirrels.
- **Performance (DC 13):** Distract them with a song, dance, or dramatic speech.
- **Nature or Survival (DC 12):** Find an alternate path through the underbrush.
- **Bribe:** Offer food or a shiny trinket (automatic success, but the squirrels may follow the party for more).

Success: The party crosses peacefully. The squirrels may even become temporary allies and cause a distraction at the abandoned house later.

Failure: The squirrels pelt the party with nuts (minor annoyance, no damage) or steal a small shiny item (a hat, coin, or piece of jewelry - returned dramatically later for comedy).

THE ABANDONED HOUSE

A small, dilapidated wooden house stands on the hill, its windows boarded up and roof sagging. From a distance it looks abandoned, but a thin trail of smoke rises from the chimney and the smell of baking drifts on the breeze.

Main Room (Storage and Living Area)

Large open space with a fireplace, a wooden table, and stacked wooden crates and barrels. Many contain stolen pies. The floor is uneven and sticky in places from spilled filling (**difficult terrain**). A creature that falls prone here is covered in sticky filling and has its speed reduced by 10 feet until it spends an action to clean up. There are a few windows (some boarded) and a back door for alternative entry.

Bedroom

A small side room with piles of cloth for beds and a small wood stove. Whiskers is usually here, either guarding the pies or baking a “victory pie.” A door connects it to the main room.

Inhabitants

- **Whiskers the Whiskered Rogue** (leader)
- **4 Raccoon Bandits**
- **Bruin** (optional friendly brown bear “muscle” wearing a tiny apron and chef’s hat)

THE CLIMAX: THE GREAT PIE CAPER

The main room is full of pie crates. Whiskers and his gang are relaxing or baking in the bedroom or main area. The party can approach in many different ways. Here are the main approaches. Players will likely mix them or invent their own.

1. The Classic Stealth Heist (Highly Recommended)

The party attempts to sneak in, grab as many pies as possible, and sneak out.

Make a group Stealth check against the bandits' passive Perception (or individual checks for extra tension).

- **Full Success:** They recover most or all of the pies without raising an alarm.
- **Partial Success:** They get most of the pies but alert 1-2 bandits, leading to a short, chaotic chase or negotiation.
- **Failure:** Full alarm. Proceed to the Silly Showdown.

2. The Negotiation Gambit (Excellent for Roleplayers)

The party approaches openly and talks to Whiskers.

Whiskers is surprisingly reasonable. He explains his story: His raccoon family was driven from their den near the village years ago when new farms "progressed" over their home. He's stealing pies both to feed his family and because he is genuinely a talented baker who was never allowed to enter the contest ("They said raccoons don't belong in respectable baking!").

Possible Resolutions:

- Promise to help him enter the contest legitimately (the Mayor can be convinced with good roleplay or a DC 14 Persuasion check from the party).
- Offer to share the pies or bake alongside him.
- Appeal to his sense of family or underdog status.

Success: Peaceful (or mostly peaceful) resolution.

Whiskers returns the pies (or most of them) and may even become a recurring comic-relief NPC or ally. Long-term story hook possible.

3. The Creative Challenge (Highly Rewarded)

Players come up with something clever - a bake-off, pie-eating contest, elaborate distraction involving the bear, using magic in a fun way, etc.

Reward these ideas generously. Let skill checks (Survival for baking, Constitution for eating contests, Performance or Deception for distractions) decide the outcome. Success feels amazing and memorable.

4. The Silly Showdown (If Combat Happens or Players Want Action)

If things turn violent or players want a fun fight:

The encounter is short, chaotic, and comedic by design.

Environmental Effects:

- Sticky pie filling on the floor = difficult terrain + Dex saves or fall prone and get covered.
- Pies as improvised weapons (bludgeoning damage + difficult terrain on miss or hit).
- Raccoons climbing furniture and rafters, and throwing pies from above.
- Flour sacks that can be burst for obscurement. The sticky floor makes chases and movement treacherous.

Whiskers will try to escape with a crate of pies if the fight goes badly, leading to a fun chase around the house and into the woods.

Bruin (if present) starts neutral/friendly if bribed with pie or honey earlier. He can be turned against the bandits or provide comic relief by slipping and sliding through the filling.

The fight should feel like a cartoon food fight more than a deadly battle. Aim for 3-4 rounds or until the pies are secured and Whiskers is dealt with (talked down or subdued).

CONCLUSION & REWARDS

If the pies (or most of them) are returned in time:

The festival is saved and becomes legendary. The party is hailed as heroes of Honeybrook. Mayor Bramblefoot pays the full reward and declares them "Honorary Pie Guardians" with lifetime pie privileges.

If they helped Whiskers:

He becomes a beloved (if chaotic) part of the community or travels with the party as comic relief. The party may gain a long-term ally or story hook.

If the pies are lost or returned too late:

The festival still happens but features "experimental turnip pies." It's funny but disappointing. The party can still be heroes by helping clean up or promising to make it up next year.

Rewards

- **75 gp** (or 100 gp if they recovered extra pies or resolved things especially well)
- **Healing Pie** (common wondrous item) - see Appendix B
- **Cloak of the Raccoon** (uncommon wondrous item) - see Appendix B
- **Narrative Rewards:** Fame in Honeybrook, recurring invitations to the festival, possible future quests involving Whiskers or the village.

STAT BLOCKS

Whiskers the Whiskered Rogue

Small humanoid (raccoonfolk), chaotic neutral

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft., climb 30 ft.

STR 12 (+1) **DEX** 16 (+3) **CON** 14 (+2) **INT** 11 (+0) **WIS** 12 (+1)
CHA 15 (+2)

Saving Throws Dex +5, Cha +4

Skills Acrobatics +5, Perception +3, Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages Common, Thieves' Cant

Challenge 2 (450 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) slashing damage.

Pie Toss. *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* 7 (2d6) bludgeoning damage, and the target is covered in sticky pie filling. While covered, the target's speed is reduced by 10 feet and it has disadvantage on Dexterity checks and saving throws. A creature can use its action to remove the filling.

PERSONALITY & ROLEPLAYING

Whiskers is a smooth-talking, pun-loving rogue with a heart of gold (or at least gold-plated). He steals pies to feed his family and because he genuinely believes he deserves a chance to compete as a baker. He is not cruel. He can be reasoned with through empathy, flattery about his baking skills, or promises of a fair shot at the contest. He has a soft spot for clever plans and underdogs.

Raccoon Bandit (use 4)

Small humanoid (raccoonfolk), chaotic neutral

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft., climb 20 ft.

STR 11 (+0) **DEX** 12 (+1) **CON** 12 (+1) **INT** 10 (+0) **WIS** 10 (+0)
CHA 10 (+0)

Skills Stealth +3

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) slashing damage.

Sling. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage (loaded with nuts or small stones).

PERSONALITY & ROLEPLAYING

Playful, greedy for food and shiny objects, loyal to Whiskers, and easily distracted by pies or anything that sparkles.

MAGIC ITEMS

HEALING PIE

Wondrous item, common

This warm, delicious pie functions as a *potion of healing* (heals 2d4 + 2 hit points) when eaten. For 1 hour after consuming it, the creature smells strongly of fresh-baked pie. Beasts have advantage on Wisdom (Perception) checks to detect the creature by smell, and the creature has disadvantage on Dexterity (Stealth) checks against creatures with keen smell.

CLOAK OF THE RACCOON

Wondrous item, uncommon (requires attunement)

While wearing this cloak, you have advantage on Dexterity (Stealth) checks made in dim light or darkness while in wooded or urban environments.

Once per long rest, you can use an action to “play possum.” For the next minute, any creature that is indifferent toward you must succeed on a DC 13 Wisdom saving throw or treat you as if you are not a threat (they largely ignore you unless you take a hostile action against them or their allies).

The image on the cover is **Still Life with a Tart, Roast Chicken, Bread, Rice and Olives** by Clara Peeters