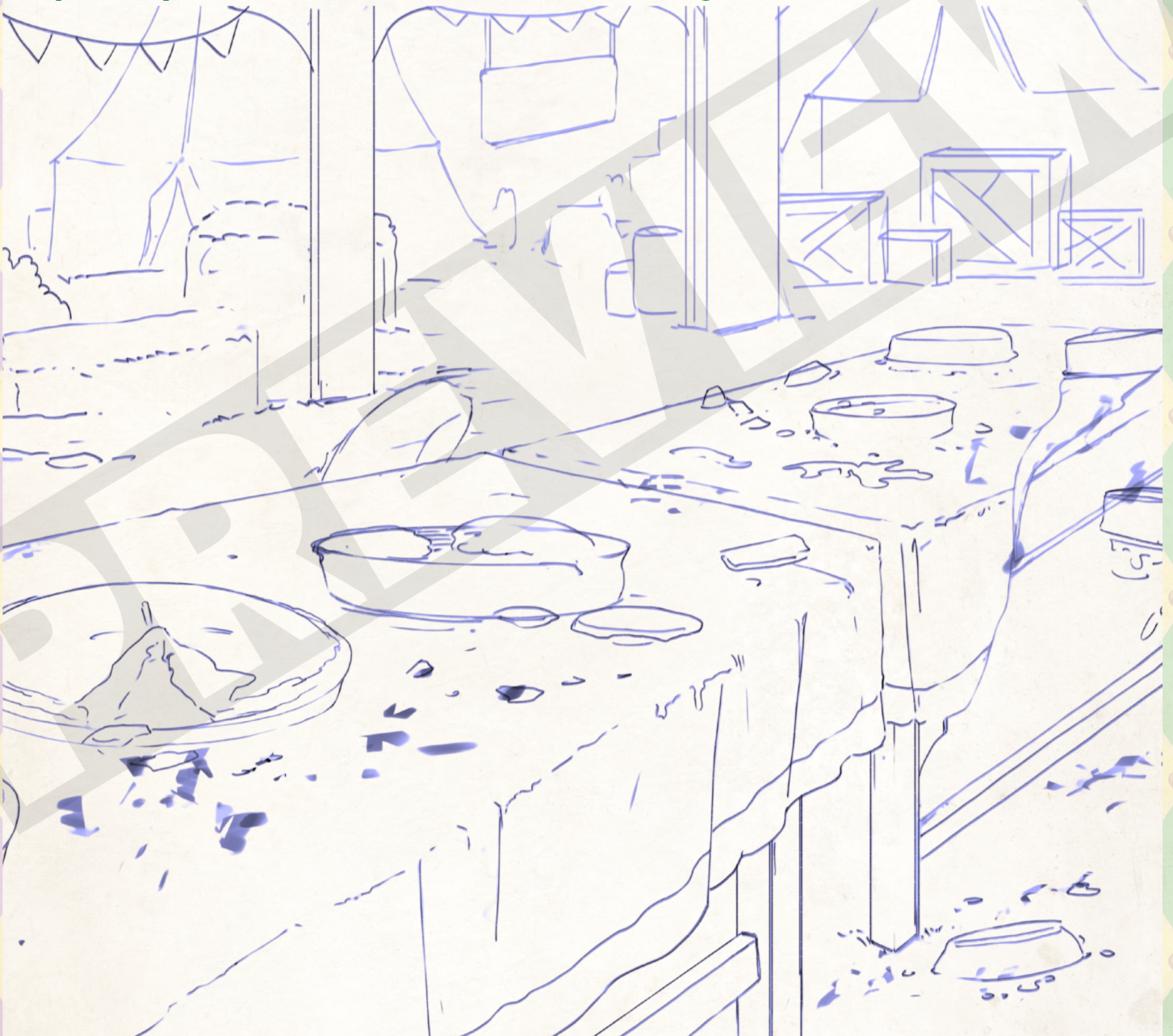




PIE-EATING CONTEST

"A long wooden table groans under the weight of steaming pies, their buttery crusts flaking and spilling sweet fillings onto waiting plates. Townsfolk crowd around, chanting encouragement and slapping the table as contestants take their seats. The rules are simple. No utensils, no magic, just you, your hands, and as much pie as you can devour before the bell rings. "



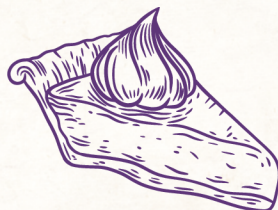
RULES & MECHANICS

The contest is run as a series of Constitution saving throws, each representing another round of pie consumed.

- **Step 1: Join the Contest.** Each participant antes up 1 silver piece (or whatever fee fits your setting) to enter.
- **Step 2: Eat the Pies.** Contestants make three rounds of Constitution saving throws. The DC starts at 12 and increases by +2 each round as the pies get harder to stomach.
- **Step 3: Track Success**
 - 1 Success- The contestant finishes a few bites but cannot keep pace. Earn 1 Festival Ticket.
 - 2 Successes- The contestant wolfs down most of their pies, impressing the crowd. Earn 2 Festival Tickets.
 - 3 Successes- The contestant devours every last crumb and licks the plate clean. The crowd roars as they award 3 Festival Tickets.
- **Failure Consequences.** On a failed save, the contestant gains the stuffed condition until they finish a short or long rest. While stuffed, they cannot help but wobble while they walk.

SCALING THE CONTEST

- **Lower-Level Parties (Levels 1-4):** Start the DC at 10, and increase by only +1 per round. Keep the consequences lighthearted, like hiccups or jam-stained clothes, rather than mechanical penalties.
- **Mid-Level Parties (Levels 5-10):** Use the standard DC 12→14→16 progression. Add more pies to emphasize endurance, or allow rival NPCs with high Constitution to compete alongside the party.
- **High-Level Parties (Levels 11+):** Characters at this level can shrug off most DCs with ease. Increase the rounds to five pies, starting at DC 14 and rising by +2 per round. To keep it fun, add side effects like magical ingredients (example: a pie that makes them briefly belch fire or glow faintly).
- **Large Groups:** Run the contest in waves. Group players and NPCs together in sets of 3-4 per wave so the table doesn't bog down with simultaneous rolls. Winners from each wave can face off in a final round for extra Festival Tickets.



TWIST / VARIATIONS

Roll a d6 or choose to add flavor and replayability to the contest.

D6 PIE EATING CONTEST VARIATIONS TABLE

1	Mysterious Filling	One Pie has an unusual flavor; pickled fish, fiery peppers, or a glowing feyfruit. Eating it forces a DC13 Constitution save or the contestant gains hiccups that echo like thunder.
2	Sabotaged Pie	A rival competitor, or a mischievous NPC, adds too much salt or spice to a contestant's dish. Disadvantage on the next saving throw.
3	Cheering Section	A crowd favorite, perhaps an NPC rival, is cheered so loudly that their first saving throw is made with advantage. Players can earn the same if they role play hyping up the crowd.
4	Eating Style	Contestants argue over the best technique: shoving face first, small fast bites, or stacking slices. A clever idea earns advantage on one roll.
5	Over Eager Start	The contest master fires the starting bell early. Each participant must make a Dexterity save DC 12 to react quickly, or they lose momentum on the first pie, gaining disadvantage on the round.
6	Surprise Ingredient	One pie is secretly magical. On a success, the contestant briefly gains a silly magical effect (burping harmless sparks, their skin tinting berry-blue). On a failure, effect is embarrassing instead.

GM TIPS

- **Keep it fast.** Don't linger on the rolls too long. Three quick saving throws with colorful narration is plenty to make the contest feel fun without slowing the session.
- **Spotlight Roleplay.** Encourage players to describe their eating style or trash-talk their rivals. Reward creative descriptions with advantage or reroll.
- **Festival Tie-In.** The pie stall owner could overhear a rumor, slip the party a note under a plate, or serve as a point of contact for a local gossip. Use the contest as an opportunity to funnel story clues alongside the fun.
- **Fail Forward.** Even if a character loses, the spectacle can still earn them laughs, admiration, or a comedic reputation that pays off later in roleplay.