

THE DAY OF FOOLS by Sam C.

Muddrick, a wizard's apprentice, was sick of constantly being ordered around by his boss. He tried to cast a Reverse Authority spell, but everything's gone a bit wrong. Now the rules of authority have been shifted all across town, and nobody can leave. Can the PCs figure out how to break the curse?

TOWER OF MELLIFAX:

(Smashed tower leaking smoke; pig in wizard hat rooting through rubble; small magic explosions when he sneezes)

Mellifax (HD6 transformed Wizard) wants his spell-book. He cannot talk. Fallout magic which erupts from him when he is upset (roll on table). His spell-book contains a simple **memorable incantation** to help reach the **Bell-tower**, as well as the spells **Befuddlement** and **Spiderclimb**. He will be very upset if the PCs try to take the book with them.

CATHEDRAL

(Dignified steeples; disputing frog/toad-bishops)

The spell transformed all the bishops of the city. **1d4+1 HD2 frog-bishops** and **1d4+1 HD2 toad-bishops** argue over who gets to be **Archbishop**. They will soon come to blows. If impressed, the new **Archbishop** will grandly say a blessing over the PCs and give them a **vial of holy water**. None of this is useful in any way.

TOWN HOUSE:

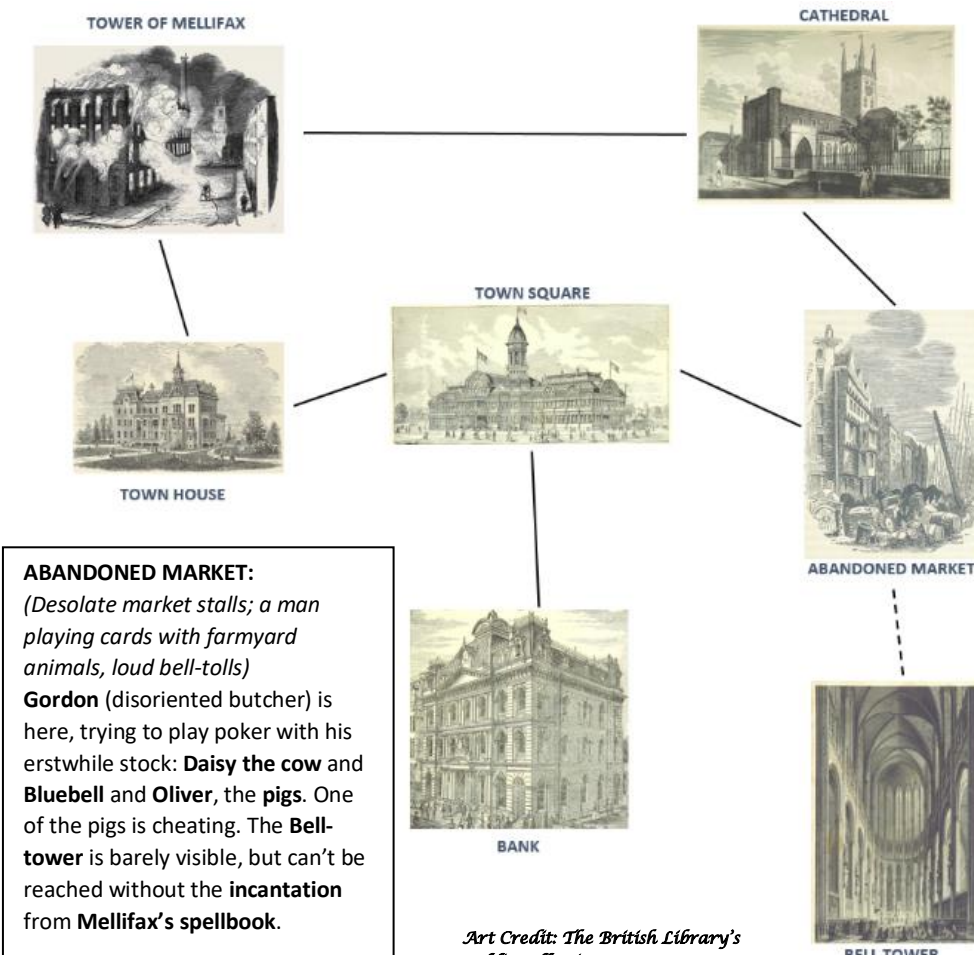
(Elegant town house; grumpy ogre in ill-fitting coat; ex-lord struggles with large halberd)

Bulwort (HD4 Ogre, now Lord Bulwort) used to be the banker **Bruno Crespin's** bodyguard. Wants more items in keeping with his station (dainty cutlery, fancy hats). Proudly shows off his **personal seal**.

TOWN SQUARE: (START HERE)

(Half-done bunting; perplexed townies; glum man coaxing duck in fancy hat; distant bell-tolls)

PCs **awaken here every morning**. **Lucan the majordomo** was trying to organize a parade, but a duck is now the mayor. The last thing anyone can remember is an explosion. The duck is having a ball.



ABANDONED MARKET:

(Desolate market stalls; a man playing cards with farmyard animals, loud bell-tolls)

Gordon (disoriented butcher) is here, trying to play poker with his erstwhile stock: **Daisy the cow** and **Bluebell** and **Oliver**, the pigs. One of the pigs is cheating. The **Bell-tower** is barely visible, but can't be reached without the **incantation** from **Mellifax's spellbook**.

BELL TOWER

(Dozens of tolling bells, one huge; hovering man fizzing with magic; two ogres with halberds)

Muddrick the apprentice (HD3) is miserable and can't figure out how to get down. He's paranoid that **Mellifax** will punish him, and leaks Fallout Magic if scared or angry (roll on table). **Two HD4 Ogres, Brutus** and **Cassius** stand guard, in the belief that **Muddrick** is a great wizard. Stopping the largest bell from tolling will break the spell, but it is high up in the rafters.

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If the bell is stopped, the spell is reversed and everyone sheepishly returns to normal. The mayor gives the party a **large novelty snow-globe** of the town in miniature in an elaborate ceremony. It's enchanted to play the town's official song, which is an ode to cleanliness, and is worth **300 gold**.

1d6 encounters around town

1	2d4 frog-bishop processional, playing flutes. Suspicious of toads, who are freethinkers.
2	2d4 toad-bishop processional, playing drums. Suspicious of frogs, who are apostates.
3	1d4 tax collectors (actually x3 HD1 urchins stacked on each other) pelt tax defaulters with rocks. No understanding of how tax works.
4	Oscar , beggar-turned-soldier, testing out his musket. Not a good shot. Very bad teeth.
5	4 fat ex-lords stagger under a sedan chair, carrying an ill-tempered donkey .
6	1d6 HD1 coppers (actually drunks) on the lookout for crime, booze, or anyone who looks too posh.

BANK:

(Grey façade; three bickering ogres in top hats, one with pink silk cravat; distant bell-tolls)

Periinkle, Jules and **Michael** are **three HD4 Ogres** are in charge of the bank, and arguing over who gets to keep a **Cravat of Stone to Mud** they've 'borrowed'. Terrified of **Lord Bulwort**, who is their boss.

Fizzing Magical Fallout!

1	Turned into frog/toad-man (50/50 chance)
2	Rebellious limb! (Roll 1d4 for relevant arm or leg) Refuses to do what it considers to be 'work'.
3-4	Burst of magic energy. (1d6 damage)
5-6	Nearby debris animates as 1d4 HD1 rubble-kin