

The Clockmaker's Missing Hour

120-minute plan | 4 players | No combat

The town has forgotten the hour between eleven and noon. A delivery arrived without a recipient, and the clockmaker refuses to wind the tower.

Content notice: Memory loss, grief for a parent; replace the father's story with an old festival recording if preferred.

Use the public map and keep unrevealed cards face down. Your GM will give each card when it is discovered.

Player route map

Public route map: Clock square connects to Watch shop and Delivery yard; either reaches Tower landing, then Clock chamber. Routes work in both directions. Retrace the route to return. No hidden information is marked.

Player handouts - cut along dashed borders

Timeline record The receipt is marked 11:34, before the clocks jumped. h-order 1 copy	Fallback instruction Pulling the blue cord stops recording without damaging the story drum. h-fallback 1 copy
Method diagram The cracked catch must align with the three etched strokes, then latch. h-method 1 copy	Destination note Sella took the story drum to the tower landing this morning. h-note 1 copy
Physical trail Blue ribbon from a clock wheel is caught on the tower stair. h-trail 1 copy	Witness statement Pell saw Sella carrying a glass drum upstairs at eleven. h-witness 1 copy

Player handouts

Safety marks

The drum reads PLAY / HOLD / RELEASE.
HOLD keeps a story; RELEASE returns
today's recordings.

h-safe | 1 copy

Player route map

