

The Clockmaker's Missing Hour

120-minute plan · 4 players · Follow the evidence

The town remembers eleven and then noon, with nothing between. A signed bread receipt and a repeating kite story are the first things that disagree.

Content notice: Temporary memory loss and grief for a parent. The father's story may be replaced with an old festival song; nobody must disclose a personal memory.

At the table

Describe what your character tries and the help they offer. Ask the GM what a choice will cost before committing. The group may pause, change a detail or stop. Write names, promises and unanswered questions on paper.

Clock square

A bread stall faces the twice-striking tower.

Watch shop

Neri's bench displays a catch with three engraved strokes.

Delivery yard

Pell's flour cart stands beside the tower's delivery stair.

Story landing

The kite story can be heard through a brass speaking tube.

Clock chamber

Two colored recordings circle a glass drum.

Public chime balcony

A maintenance transcript box overlooks the square.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Clockmaker's Missing Hour - known places

