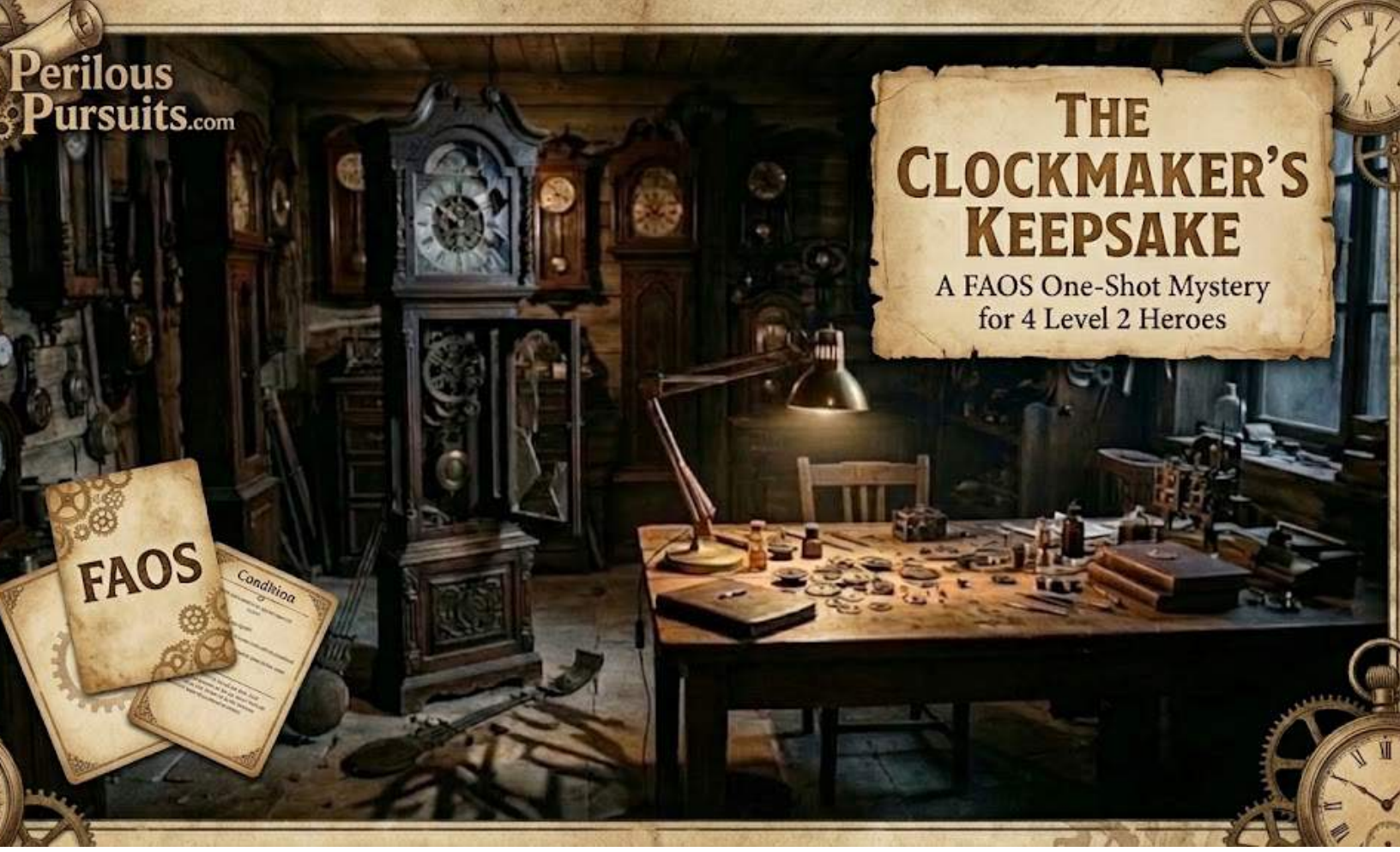


The Clockmaker's Keepsake

FAOS One-Shot

V1.0 (2026-10-31)

System: FAOS (Fantasy Adventure Operating System) Version 3.0+

Target: 4-5 Heroes at Level 2

Pillars: Social Interaction, Puzzles, and Tactical Combat

Adventure Background

In the bustling artisan district of **Oakhaven**, Master Clockmaker **Barnaby** was found dead inside his hermetically sealed clockmaker's showroom, slumped over a shattered grand pendulum clock while holding the pendulum in his hand. There are no signs of forced entry, no structural damage to the windows, and his valuable collection of gold gears remains completely untouched.

The town guard suspects a freak accident or natural heart failure, but **Barnaby's** apprentice **Pip** has fled into hiding, terrified that someone—or *something*—is hunting down the remaining members of the guild.



Act I: The Clockwork Shop

The adventure begins in the courtyard outside Master Barnaby’s locked clockwork shop. The guild master offers each hero **10 GP** to discover how the murder was committed, and **20 GP** if they can retrieve the master's missing pocket watch.

Investigation Phase

The heroes examine the locked showroom to gather clues through social interaction and deduction.

- **Environmental & Forensic Check (Focus Check):**
    - ***Success:*** The heroes notice the back housing of the broken pendulum clock has a trace of grease foreign to regular clock oil. The pendulum in his hand looks dented at the pendulum end.
    - ***Failure:*** The heroes fail to spot the grease or dented pendulum, concluding it was an ordinary death, which imposes a Disadvantage on their initial tracking checks in the subterranean tunnels.

- **Interviewing the Guild and Townsfolk (Charisma / Persuasion Checks):**
    - **The Apprentice (Pip):** Found hiding nearby. A successful **Insight Check** reveals he is terrified of a rival guild member, **Master Vance**, who he secretly saw and heard threatened **Barnaby** over his pocket watch the night before the murder.
    - **The Rival Artisan (Vance):** Denies any involvement. You notice he has a recent burn mark on the side of his face. A successful **Persuasion**, **Intimidation** or **Focus check** uncovers that **Vance** was indeed arguing with **Barnaby**, but claims he left before midnight.
        - **Further questioning** reveals he was trying to purchase the pocket watch off of **Barnaby** but **Barnaby** wouldn't sell.
        - **Further persuasion or intimidation** causes **Vance** to break down and say that a **Mage** was interested in the watch and threatened **Vance** to purchase it secretly for him or he would pay the consequences. **Vance** was supposed to deliver the watch to the **Mage** in the sewers but didn't get an exact location where to meet. That same night after he and **Barnaby** argued about the watch, the **Mage** suddenly showed up at **Vance's** shop and demanded the watch but when he told him that **Barnaby** wouldn't sell him the watch, the **Mage** walked up to **Vance** and touched his face causing him to scream from a burn mark. The **Mage** then left saying nothing.
        - **Further persuasion or intimidation** causes **Vance** to remember grease stains on the **Mage's** robes.



Act II: The Sewers

Following the trail of greasy residue leads the heroes down into the damp, rusted drainage and gear-maintenance tunnels beneath the district.

1. Environmental Hazard: The Steam Vents

- **Survival or Dexterity Check:**
    - ***Success:*** The hero expertly dodges bursts of scalding steam erupting from old municipal pipes.
    - ***Failure:*** The hero is scalded by the steam, taking 1 point of damage and gaining the **Slowed** condition.

At some point, the party do come across a sealed access hatch in the floor with a key hole. The key can be found in the **Maintenance Hub**

2. Random Encounters

The Heroes must role a total of five **Survival Checks** to find the **Maintenance Hub**. All party members roll and you count the successes vs the failures to determine the total party success or failure. A tie is a success. On a success, they manage to avoid any sewer Creatures for that area. On a failure, they must roll a 1d8 for encountering the following Creatures in combat:

1. 1 Crocodile
2. 3 Bandits
3. 4 Goblins
4. 1 Ooze
5. 2 Giant Rats
6. 1 Electric Eel
7. 1 Poisonous Snake
8. You discover a dead Creature recently fought and discover a strange greasy residue on parts of it (a clue they are on the right track)

3. The Maintenance Hub

Deep in the subterranean hub, the heroes find an abandoned workshop locked behind a heavy brass gate with large gears and clock structure integrated into it. On a sign above it, it reads:

> *The long answer is in the future and the short answer is in the past. Only death resides in the present*

- **Handywork or Focus Check:**
    - ***Success:*** The heroes correctly manipulate the two clock hands on the gate mechanism so the large hand is past the current (real world) time and the small hand is before the current (real world) time, causing it to slide open smoothly. Inside, they find Master Barnaby's maintenance key.
    - ***Failure:*** Every failed try triggers a trap. All heroes in the area must roll a successful **Dodge Check** or suffer 1 point of damage as hot grease sprays out through the mechanism.



Act III: The Foundry Core

The maintenance key unlocks the sealed access hatch in the floor leading down into the subterranean Foundry Core, where the true culprit—a rogue mage using his clockwork golems to steal the Amulet of the Watchmaker to use in creating more clockwork golems.

The mage had teleported a golem into the clockmaker's workshop to kill him and steal the timepiece. The clockmaker smacked the golem with the pendulum causing the large dent in it but succumbed to the golem's attacks. The mage then teleported the golem back out. One of the golems has a large dent in its head.

Encounter Setup

- **Enemies (Balanced for 4 Level 2 Heroes):**
    - **1x Mage** (Tier 2 Humanoid — Action Tokens: 3, Head HP/AP: 2/2, Arms HP/AP: 2/2, Legs HP/AP: 2/2, Torso HP/AP: 4/4, Mana Points: 15; armed with a Dagger [1 Damage]). Can control the 2 Golems telepathically.
    - **2x Golem Servants** (Tier 3 Large Constructs — Action Tokens: 3, Head HP/AP: 4/2, Arms HP/AP: 4/2, Legs HP/AP: 3/0, Torso HP/AP: 4/4; Slam attack [2 Damage]).
- **Tactics:**
    - Steam billows throughout the space from the Foundry restricting vision. The Mage utilizes positioning near the elevated industrial catwalks, casting *Fog Cloud* or defensive spells to obscure vision further and disrupt the heroes' ranged attacks.
    - The Golem Servants use their bulk to block narrow walkways, protecting the Mage and delivering heavy physical slams.

Conclusion & Rewards

- **Foundry Vault Rewards:**

  An investigation in the area discovers a heavy metal chest which can be opened with the maintenance key. The chest contains the following:

  - **Potion of Restoration:** Removes any Conditions a Creature may have except for Death's Door, Grappled, Obscured, Prone and Restrained.
  - **Amulet of the Watchmaker:** A pocket watch with a glowing green amulet in the back provides an Advantage on Focus and Handywork checks when interacting with mechanical items.

- **Town Standing:** Restoring the stolen guild property earns the heroes the permanent gratitude of Oakhaven's artisan council, granting free lodging in the upper district, discounted equipment supplies, and future quests.
- **Level Up!** Returning victorious to the surface with the answers to Barnaby's murder allows the heroes to **level up to level 3**.

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Images

As a free TTRPG, FAOS was created as inexpensively as possible with a lot of love and long hours. All the artwork was created using either artificial intelligence image generators or a combination of many other images.

GM Combat Sheet

Creature Name	Tier	Type	Action Tokens	Head HP AP	Arms HP AP	Legs HP AP	Torso HP AP	Mana Points	Grit Points	Attacks & Items
Pip	1	Medium Humanoid	3	O	O	O	OOOO			5' Free Movement in First Round, Dagger (1 Damage), 2GP, 30' Movement
Vance	1	Medium Humanoid	3	OO	OO OO	OO OO	OOOO O OO		OOOO OOOO OO	5' Free Movement in First Round, Long Sword (2 Damage), Crossbow (1 Damage), Metal Bracers, Metal Shin Guards, Leather Armor, 10GP, 30' Movement
Crocodile	2	Large Beast	3	OOO OO	OOO OO	OOO OO	OOOO OOOO O OO			10' Free Movement in First Round (20' if in water), Bite (1 Damage and target is Grappled). Death Roll - A crocodile spends 3 Action Tokens doing a death roll with a Grappled Creature. The Grappled Creature then does a Strength or Dexterity check to prevent the Death Roll. On a fail, the target takes 2 points of damage to a limb (1d4: 1 Head, 2 Arms, 3&4 Legs). On a success, they take only 1 point of damage to a limb.
Bandit	1	Medium Humanoid	3	OO O	OO O	OO O	OOOO O OO		OOOO OOOO	5' Free Movement in First Round, 1 x Short Swords (2 Damage each), Hand Crossbow (1 Damage), Leather Armor, Leather Bracers, Leather Shin Guards, 1-4GP, 30' Movement
Bandit	1	Medium Humanoid	3	OO O	OO O	OO O	OOOO O OO		OOOO OOOO	5' Free Movement in First Round, 1 x Short Swords (2 Damage each), Hand Crossbow (1 Damage), Leather Armor, Leather Bracers, Leather Shin Guards, 1-4GP, 30' Movement
Bandit	1	Medium Humanoid	3	OO O	OO O	OO O	OOOO O OO		OOOO OOOO	5' Free Movement in First Round, 1 x Short Swords (2 Damage each), Hand Crossbow (1 Damage), Leather Armor, Leather Bracers, Leather Shin Guards, 1-4GP, 30' Movement
Ooze	2	Large Amorphous	3	OOOOOOOOOOOOOO						0' Free Movement in First Round, Swipe (1 Damage), Absorb (Dexterity Check, 2 Damage per turn in the Ooze), Every 5 damage, it splits into 2 new Oozes splitting the remaining HP.

Creature Name	Tier	Type	Action Tokens	Head HP AP	Arms HP AP	Legs HP AP	Torso HP AP	Mana Points	Grit Points	Attacks & Items
Rat (Giant)	1	Medium Beast	3	OO	OO	OO	OOOO O			10’ Free Movement in First Round, Bite (1 Damage, Constitution Check and Poisoned on a Fail), 30’ Movement
Rat (Giant)	1	Medium Beast	3	OO	OO	OO	OOOO O			10’ Free Movement in First Round, Bite (1 Damage, Constitution Check and Poisoned on a Fail), 30’ Movement
Goblin	1	Medium Humanoid	3	O O	O	O	OO O		OOOO O	5’ Free Movement in First Round, Short Sword (1 Damage), Rope Net, Leather Torso Armor, Leather Cap, 0-1GP, 30’ Movement
Goblin	1	Medium Humanoid	3	O O	O	O	OO O		OOOO O	5’ Free Movement in First Round, Short Sword (1 Damage), Rope Net, Leather Torso Armor, Leather Cap, 0-1GP, 30’ Movement
Goblin	1	Medium Humanoid	3	O O	O	O	OO O		OOOO O	5’ Free Movement in First Round, Short Sword (1 Damage), Rope Net, Leather Torso Armor, Leather Cap, 0-1GP, 30’ Movement
Electric Eel	2	Medium Beast	3	OOOOOOO						0’ Free Movement in First Round (20’ if in water), 5’ movement out of water, Bite (1 Damage), Shock - 1 Action Token (1 Damage and Target is Stunned)
Snake (Poisonous)	1	Small Beast	3	OOOOO						5’ Free Movement in First Round, Bite (1 Damage and the Target is Poisoned for 1 hour), 15’ Movement
Mage	2	Medium Humanoid	3	OO	OO	OO	OOOO O OO	OOOO OOOO OO		0’ Free Movement in First Round,Arcana Caster, Dagger (1 Damage), Leather Armor, 20-40GP, 30’ Movement
Golem	3	Large Construct	3	OOOO OO	OOOO OO	OOO O OO	OOOO OOOO OO OO			0’ Free Movement in First Round,Slam (2 Damage), 25’ Movement. Can carry 1 Medium Humanoid
Golem	3	Large Construct	3	OOOO OO	OOOO OO	OOO O OO	OOOO OOOO OO OO			0’ Free Movement in First Round,Slam (2 Damage), 25’ Movement. Can carry 1 Medium Humanoid