

# Title: The Sundering Clock

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## Prologue: The Fracture

Time was once a river—steady, predictable, flowing from the beginning to the end. The ancients called it the Stream of Aeons, maintained by the colossal construct known as the Sundering Clock, a divine machine embedded into the core of the world.

But something has gone wrong.

Across kingdoms, clocks tick backward. Sunrises happen at midnight. Children are born with memories of centuries past. Whispers spread that the Clock is faltering. If it shatters, all of reality will spiral into timeless chaos.

And so, the Timebound Guild called forth their last hope: a misfit group of five, bound by fate and driven by loss, secrets, and purpose.

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## Chapter 1: The Summoning

Elyra Vex, a rogue archivist who could read the future through burnt parchment, received the summons in the middle of the night. The scroll was not written in ink—it pulsed in flowing light, wrapping around her hand like a living brand.

From the desert city of Siran, Kael Orin, an exiled time-priest haunted by visions of past wars, felt his hourglass heart begin to reverse its rhythm.

In the floating isles of Caelum, twins Nym and Daro—sky-dancers and storm-tamers—saw the stars rearrange into a symbol only they could decipher.

And deep beneath the Myrblack Mountains, Thorne—a half-giant, half-machine war-forged being—awoke after 500 years of slumber, the echo of a ticking world calling him to walk once more.

They gathered at the Ecliptic Spire, where the Guild's leader, Maerion the Hollow, gave them their quest:

“Go beyond the edge of maps. Find the Four Anchors of Time. Repair the Sundering Clock. Or all will be lost.”

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## Chapter 2: Into the Wild Weave

Their first destination: the Wild Weave, a forest so entangled with raw time that years pass differently depending on the path taken. Some trails lead you forward ten years with each step; others trap you in looping yesterdays.

Inside, they met the Woven Queen—a being neither dead nor alive, stitched together by threads of every timeline. In exchange for safe passage, she demanded a story from each of them, not of who they were, but of who they might become.

Elyra spoke of burning the libraries of fate and forging her own future. Kael wept as he confessed his dream to die in peace rather than repeat his infinite rebirth. The twins described a prophecy in which one must betray the other to save the sky. Thorne, silent, only touched his chest—where a clock was embedded, slowly cracking.

The Queen granted them a single thread—one chance to rewind a moment in time.

They moved onward, and behind them, the forest folded in on itself.

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## Chapter 3: The Anchor of Dawn

The first Anchor lay in the city of Lysendra, suspended above the sea by pillars of frozen lightning. Here, time was fast—a single hour outside meant days within.

The city was ruled by a tyrant, the Time-Lord Solas, who bathed in stolen moments to maintain his immortality. Under his regime, people sold their hours to survive, aging decades in moments.

To reach the Anchor embedded in the city's central spire, the group split:

- Elyra and Kael infiltrated the House of Hours, discovering that Solas's immortality came from a corrupted shard of the Sundering Clock.
- Nym and Daro led a rebellion among the enslaved Clockwrights.
- Thorne confronted Solas directly—and in the battle, time exploded around them.

Moments blurred—past, present, and future converged. In that chaos, Elyra used the thread from the Woven Queen to rewind a fatal decision, saving Daro's life... but Nym vanished, replaced by an older version of herself, her eyes full of sorrow.

With Solas defeated and the Anchor restored, they sailed onward—knowing now that each Anchor would cost them something.

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## Chapter 4: Betrayal at the Edge

The second Anchor was hidden in the Tempest Vault—a prison for time-traitors drifting at the edge of the world. The group was captured upon arrival, their memories torn and mixed by the Vault's keepers: the Chrono Wardens.

Inside, they met the original creator of the Sundering Clock—an ancient entity known as Vaelion, imprisoned for trying to let time die.

Vaelion offered freedom and truth in exchange for betrayal. "Destroy the Clock," he urged, "and let time breathe. You bind it out of fear."

It was Daro who broke first. He sided with Vaelion, driven by guilt over Nym's sacrifice. In the chaos that followed, Kael was wounded, Elyra's visions shattered, and Thorne had to choose—kill Daro, or let him go.

He let him go.

They escaped with the second Anchor, but as they fled, the Vault collapsed into a singularity—taking Vaelion and Daro with it.

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## Chapter 5: The Anchor of Dust

Wounded, grieving, and uncertain, the group entered the Whispering Wastes, where memories become sand. The third Anchor lay buried beneath the ruins of the first city—Timoria.

In the desert, Kael's lifeblood—the sands of his hourglass heart—began to run dry. The Anchor pulsed beneath an ancient sunken cathedral, guarded by the ghosts of those who once tried to control time.

Elyra found herself face-to-face with a version of herself who had never taken the quest—bitter, old, filled with regret. "You will fail," the shade hissed.

But Elyra smiled. "Maybe. But at least I'll *choose* to."

They restored the third Anchor, and Kael gave his final hours to power it—passing peacefully, as he always wanted. The desert winds howled a funeral song.

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## Chapter 6: The Final Ticking

The last Anchor was located not in a place, but in a moment—the End of All Things.

To reach it, they used the remnants of Solas's shard, opening a path to the Timefract—a realm where all timelines converge.

There, they found Daro, aged and mad, holding the final Anchor hostage. He had merged with Vaelion's essence, seeking to become the new Timekeeper. "Time must be free," he declared. "Or none of us deserve it."

A final battle unfolded among collapsing stars, spiraling clocks, and loops of their past selves. Nym faced her brother—and this time, she could not save him. Thorne sacrificed his broken clock-heart to stabilize the Anchor. And Elyra, standing at the center of the Fracture, reassembled the Sundering Clock—not as it was, but as it *could be*.

She made one change.

Not to preserve time, but to let it breathe.

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## Epilogue: The World Reborn

The Clock ticks once more.

Time flows—but not as a river. Now, it dances like flame, unpredictable, free, alive. Some places remember the old days. Others begin anew.

Elyra became the Keeper of Possibility, wandering the world not to fix it—but to remind it that change is always a choice.

Nym returned to Caelum, where the stars now tell new stories.

And Thorne's heart ticked again—this time, not with gears, but with hope.