

CITY OF CLOCKS



James Knevitt

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Chapter

1

IN THE BEGINNING, THERE WAS ONLY THE LIMITLESS COSMIC SEA THAT WAS Mother Chaos. Forever changing, shifting, and unstable, Mother Chaos was the pure essence of the universe. In this chaos, however, a small seed of order took shape and named itself Sun. Sun was an inverse of Mother Chaos' innate properties of being: solid, sentient, and lasting. Sun, aware of its nature, soon realized it was alone. With sentience comes a desire for companionship, something Sun did not have. In its interminable and eons-long loneliness, Sun created four Emissaries from Mother Chaos' limitless essence in order to seek out others like itself. Sun was pleased with what it had made and that it had been able to do it at all. Sun had become the Maker-Sun. Scholars would come to name the Emissaries Neshura the Plaguebearer, Shamash the Eater of Sin, Murghoth the Faceless, and Vishana the Seeress.

The City of Clocks is a shining beacon of civilization in a world long left to the wild, once home to the ancient races known as the Luminaries and still studded with their bizarre and unknowable technology.

Home to all walks of life, from the obscenely rich to the horrifyingly poor, the city is a bastion of culture, art, science, knowledge, and freedom — or so the propaganda of the Parliament would have you believe. The truth is very different.

A seed of power has awakened in humanity, giving a chosen few strange and eerie powers. These Incarna have the terrible gifts that may upset the balance of power in the City forever. The Incarna Heresy, as it is known, threatens to topple the autocrats in the Parliament and usher in a new age of freedom, change, and justice.

A little power can be a dangerous thing. In the City of Clocks, power is currency, and those who want it will do anything to get it.



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