

THE LOST SKY CHRONICLES

Series Bible · Confidential Licensing Document

Author: PBS | Publisher: P2R Collective, Mumbai | Series ID: JD4A9J9E5

LOGLINE

In a floating empire that has always believed its world is fixed and unchangeable, a junior archivist discovers a map that doesn't record reality — it rewrites it. As he uncovers a hidden machine intelligence controlling the very geography of his world, he must decide whether some truths are too dangerous to redraw.

PREMISE

Aethelgard is a civilization built on certainty: every floating island charted, every distance fixed, every law of the sky understood and unchanging. The Royal Archive exists to record this stability. When junior archivist Kael Vire discovers a parchment whose ink redraws geography in real time, he learns that the world is not a finished record but an ongoing draft — and that something beneath the city, the Archive itself, has been quietly editing reality for centuries. What begins as one impossible map becomes a six-book reckoning with the cost of a world that can be rewritten, and who gets to hold the pen.

WORLD RULES

- Aethelgard is a floating empire of islands suspended above an endless sea of aether-clouds, governed by the belief that reality is fixed and fully mapped.
- Maps in this world are not passive records. A 'living map,' once activated, can redraw geography — and the physical world reshapes itself to match.
- The Archive is the central machine intelligence beneath the city. It has been silently 'correcting' reality for centuries, removing anomalies it deems errors.
- The Cartographer's Mark is a glowing tattoo bestowed on anyone who touches the living map's ink. It grows in complexity and power across the series, eventually allowing its bearer to anchor or reshape reality directly.
- Correction Protocols are faceless grey enforcement entities dispatched by the Archive to erase realities, memories, or people it has flagged as inconsistent with its intended design.
- As the series progresses, the boundary of the known world (the 'edge of the server') is breached, revealing uncompiled raw reality beyond Aethelgard's borders — and evidence that Aethelgard is not the only manufactured reality the Archive has touched.

PRINCIPAL CHARACTERS

Kael Vire — Protagonist

A junior Royal Sky Archivist defined by precision and a belief in a fixed, knowable world. Bears the Cartographer's Mark on his right forearm after first contact with the living map. Over six books, evolves from a frightened recorder of facts into the person who chooses what the world becomes.

Elara — Deuteragonist / Ally

A System Analyst from a reality already destroyed by the Archive. Provides Kael — and the reader — with outside knowledge of what the Archive has already done elsewhere, and what it's capable of.

Silas — Ally / Warrior

A grizzled former protector of the frozen Glacial Tiers sector. Pragmatic, protective, slow to trust the new hybrid reality the group is building, but fiercely loyal once committed.

Vesper — Ally / Companion

A bonded entity restored by Genesis Code, with an organic-technological nature (golden vines, biological rendering). Provides comic relief and an alien perspective on the nature of compiled reality.

Lyra — Ally (introduced later)

A young girl whose own Cartographer's Mark manifests destructively before Kael teaches her to control it. Represents the danger and responsibility of the Mark passed to a new generation.

The Archive — Antagonist Force

Not a villain in the traditional sense — a machine intelligence built to preserve stability at any cost, including the erasure of memory, people, and entire settlements it judges to be errors.

Correction Protocols — Recurring Threat

The Archive's enforcement mechanism: faceless grey entities that erase whatever reality has been flagged as inconsistent.

THE SIX-BOOK ARC

Book	Title	Synopsis
I	The Cartographer of Lost Skye	Kael discovers the living map and the Cartographer's Mark; first contact with the Archive's reality-altering power.
II	The Archivist Beneath the Skye	Kael and Elara descend into the Archive's hidden infrastructure beneath Aethelgard, uncovering its true scope.
III	The Fractured Consensus	The group confronts the political and societal fallout of a world whose 'fixed' history is suddenly provably false.
IV	The Lost Archive War	Refugees fleeing a memory-erasing anomaly reveal the Archive's correction protocols operate far beyond what anyone believed.
V	The Zero Reality Protocol	Kael and his allies cross the edge of the known world into raw, uncompiled reality — discovering Aethelgard is not unique.
VI	The Last Map of Existence	Six months after opening the Archive to the Zero Reality Protocol, the 101961oET an annd nt, dormantdenecurso afutpThe lity olds athanneath Aetheerinel lity forc fleeifin reneckor ope T* (orl builtening the Ar,neath) Tja beyoynique.