

# THE VEIL CHRONICLES

## Campaign Bible

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### The First Truth

Before the first sunrise, before the first mountain, before time itself learned to move, there was only The Quiet. The Quiet was neither darkness nor light. It had no shape, no voice, and no beginning. For an eternity nothing changed—until the impossible happened. The Quiet dreamed.

### The First Dream

No scripture explains why the First Dream began. From it came stars, seas, mountains, forests, and every living thing. Reality itself is woven from dreams.

### The Second Dream

A second dream emerged and twisted creation. Memories fractured, rivers flowed in impossible directions, villages vanished, and the world was scarred by what became known as the Veil—the wound where two dreams overlap.

### The Three Immutable Laws

- 1. Every Gift Demands a Price.** Power always costs something.
- 2. Memory Shapes Reality.** What is forgotten slowly fades from existence.
- 3. Dreams Become Real.** Shared belief has the power to reshape the world.

### The Nature of Magic

Magic is bargained, never simply learned. Every spell demands sacrifice, and great power slowly changes those who wield it.

### The Four Pillars of Civilization

The Archivists preserve memory. The Wardens guard thin places in the Veil. The Pilgrims collect dreams and prophecy. The Forgiven seek redemption after paying terrible prices for power.

### Closing Declaration

Across the world the stars are disappearing. Ancient records are becoming blank. Children dream the same impossible dream. For the first time in recorded history, the Veil is no longer waiting... it is reaching back.