The Forest's Edge

Despite its innocuous name, The Forest's Edge is the name given to a part of one of Ohr's forests that always seems to pop up at the most unexpected of times. Those who happen to stumble upon it are rarely heard from again, and those who are never seem to be able to find it again.

How The Edge Became to Be

Spawned from a tear in the veil, The Forest's Edge was exposed to the other worldly energies from the other side. Such energy began to warp and alter the area until it started fluxing in and out of existance entirely. Rumored to be the birth place of **Gloom Dogs** and **Veil Wolves**, the exact cause of the tear is unknown. (Explained Later)

Constants Throughout The Forest's Edge

These factors are constant throughout the dungeon unless otherwise stated:

- There is a sense of pressure throughout each zone, barely noticable in 1 to heavy and suffocating in the 3.
- It is impossible to leave The Edge or return to a previous zone without the aid of a **Gloom Dog**, **Veil Wolf**, or **Salus Hilotza**
- Add a -3 penalty to veil checks. Disadvantage in Zone 3, no check required in 4.

The *Edge* of The Forest's Edge (Zone 1)

Unnoticeable to the untrained eye, the edge of The Forest's Edge seems like part of any old forest. Travelers have walked in and out of this zone without noticing that they have just walked through an essentially different plane! Many of the creatures and animals found on this zone are ones that match the local fauna, unbeknownst travelers to another realm. **Gloom Dogs** can be seen on this zone, though rarely, and will do their best to dissuade travelers from going further past the point of no return. The only zone where it is possible to walk in and out, though not back in, a successful **DC 10 Perception** check has the player realize the hairs on the back of their neck are standing up. A **DC 12 Perception** check has

The Turning Point (Zone 2)

The 2nd zone to the forest, this section gains its name from being the point where one cannot simply turn and leave. If one attempts to, they find themselves walking through a seemingly infinite amount of trees, and makes no progress in leaving. Occasionally, one might stumble across the remains of some unfortunte soul on the forest floor, with possesions still in hand. The fauna and flora are still relativly normal, though closer inspection (no check required) of them reveals oddities such as an abnormal size or discoloration. These oddities grow in effect, appearence, and frequency the further one goes into the zone, such as a tree's bark being made seemingly out of bone, or a carnivorus deer. **Gloom Dogs** frequent this zone, guarding and making sure the horrors of The Forest's Edge do not escape into the real world, and is the home to a few *Gloom Dog Dens*. **Veil Wolves** can be seen, though very rarely, on this zone. Credit: ColourBox

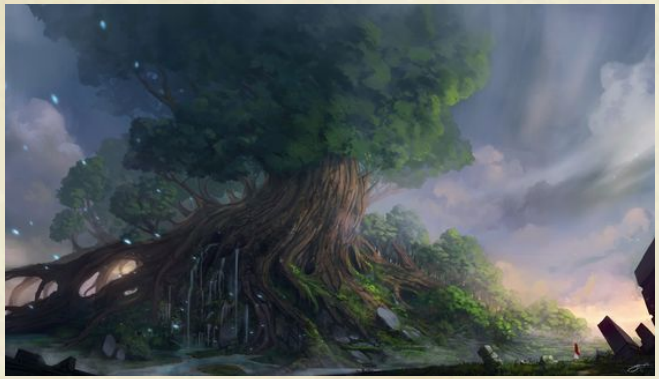
The Dead Zone (Zone 3)

The most dangerous and deadly of the zones, The Dead Zone is the end for any poor soul who has reached its border. The trees, dead and twisted, hide deadly **Bone Dryads**. The plants, withered and black, are harm and death to any who try and consume them. The animals, decaying and undead, roam around as if they were still alive. The bones of the dead littered across the decayed grass, half sticking out the swampy ground threatening to pull an unsuspecting soul beneath its surface. **Veil Wolves** dare not linger for too long and are quick to pass through this area in packs. The dead can and will rise at the presence of life. One wrong step and a life will be forfeit. People who rest here do not regain any hit die. When one rests here and have no remaining hit die, they must make a **DC 10 Constitution or Wisdom saving throw.** They suffer 1 level of exhuastion which cannot be cured by any means except for rest outside of this zone. The DC for the check increases by 2 for everyday they spend in the zone, reseting on exit. A fog seems to always hang in the air.

of their neck are standing up. A **DC 12 Perception** check has one notice them involuntarily tensing up, as if almost to run at a moments notice. A **DC 15 Nature** check has the player notice strange flecks of what might be a metal, and a **DC 17 Nature** has them realize that they're no longer in the forest they first entered. (Proficency with the skill required) This zone is approximatley 5 miles thick and, while numerous with trees, is not any trouble to travel through. It, and each following layer, is seperated by a dense section of trees fitting to the zone.

Sanctuary (Zone 4)

While The Dead Zone might seem endless, it is possible to get beyond it, especially with aid from the **Gloom Dogs** or **Veil Wolves**. Doing so brings them to zone 4, Sanctuary. The wildlife and flora in this area are relitivly normal, save for being abnormally large. Large chunks of stone litter the area forming hills. Far off in the distance, a semi-circle of mountains with a skyscraper sized tree in the center can be seen. *Veil Wolf Dens* can be found here and as such, a large concentration of **Veil Wolves**. The ruins of a town can also be found a few miles from the tree.



Credit: Pinterest



Credit: http://www.fdmk.net

Why no grid map?

While tradtionally dungeons have a set layout, The Forest's Edge is much larger and evershifting due to its nature. As such, its layout is evershifting and is nigh impossible to turn around and find the place one was just at, which is why it's impossible to simply walk back to a previous zone or out. Any combat encounter can will have to have a map made by the GM.

The Forest's Edge Layout




The Turning Point (Zone 2)

The Edge of The Edge (Zone 1)

Areas to Note and Encounter Tables

Gloom Dog and Veil Wolf Dens

Scattered throughout the 2nd and 4th zones respectivly, these dens are the home for **Gloom Dogs** and **Veil Wolves** respectivly. They can vary in size, but are generally large and cave like as they tend to house multiple creatues (The **Gloom Dogs** and **Veil Wolves**) and their young. The remains of poor lost souls can be found in the *Gloom Dog Dens*, having been mistaken as a form of shelter. Their bones and belongs can be found scattered about in and outside their den, half burried sometimes. For *Veil Wolf Dens*, it is mainly the remains of animals. Bones large and small, some chewed but relatively untouched hides, claws and teeth of all shapes and sizes. A simple **DC 10 Investigation or Perception** check is all that is needed to find these remains.



Credit: ES Wiki

The Abandoned Town

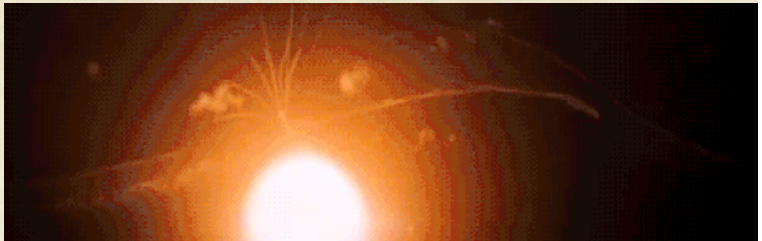
Little more than foundations, these ruins of a town lay trapped in The Edge for eternity. Dust coats what remains, with no signs of life amongst the rubble. A cursory search reveals nothing of any real value, fragments of barrels or sacks are all they find. They also do happen to notice odd dark marks in vaguely human shapes around the entire town, black like scorch marks. If one decides to look a little closer, a successful **DC 15 Perception** check allows one to realize there's cellar doors beneath the rubble. While the rubble is heavy but doesn't require any check to move, just time. The cellar door itself is rusted shut from years of disuse however, and requires a successful **DC 17 Athletics** check to pry open. In these cellars there appear to be varity of supplies such as rope, paper, food, candles, and etc. Unfortuently, time has taken its toll on these supplies as well and picking one up or attempting to use one has it crumble to dust. With a successful **DC 15 Investigation** check however, one is able



Credit: Openculture.com

The Giant Tree

The giant tree located in the middle of the mountains is known(to no living mortal) as a **Veil Tree.** Created through the accidential mix of Prismere and a glowing metal known as Rudium(also not known to any living mortal), their contact created an explosion of unparalleled magnitude. Obliterating everything within miles around, this tree grew due to just the pure energy released. The area around the tree feels almost charged, and one isn't required to make veil checks while near the tree. The inside of the tree has been hallowed out and is the home of the lich **Salus Hilotza**. Despite being a lich, he's actually quite peaceful as long as he isn't provoked. He mainly resides near the top of his tree, his study being a libary of books he has managed to collect over centuries. He's quite pleased to have company (he doesn't get alot fo visitors), though is awakward at conversation and unintentionally does threatening things. He helps any adventures who manages to reach him back to outside The Edge, though wipes their memories of him and the 4th zone as he escorts or teleports them out (GM's choice.) His phylactery is the tree itself.



to find a strongbox containing either a trinket, coins, or jewelery. (Of DM's choosing.) They do not find the strongbox on a fail, though they might find the crumbling remains of a skeleton lying amongst old sacks or barrels.



Credit: Kyounghwan Kim

Zone 1

Encounter Table

Roll 1d100	Encounter
1	A **Ghoul** from Zone 3
2-89	A common animal such as a deer or fox
90-99	A rare/foriegn animal for the region (DM Choice)
100	A **Gloom Dog** Wandering Around



Credit: American Kennel Club

Zone 2

Encounter Table

Roll 1d100	Encounter
1	A **Bone Dryad** hidden inside a tree
2-10	A Deer eating a carcass
11-21	Edible mushrooms that when consumed daze



Credit: WoTC

Zone 3

Encounter Table

Roll 1d100	Encounter
1	A **Corrupted Veil Wolf** and 2d4 **Bone Dryads** corrupting it
2-10	2d4 **Skeletons** and 2d2 **Ghouls** that catch the party off-guard from pretending to be dead corpses
11-49	1d4 **Skeletons** that reanimate infront of the party and 1d4 **Ghouls** nearby
50-89	A **Bone Dryad** reanimating 2d4 **Zombies** and 1d2 **Ghouls**. Killing the **Bone Dryad** causes any remaining reanimated undead to collaspe back dead.
90-97	Someone trips and falls into some **Swamp Ooze**
98-99	A pack of 2d4 **Gloom Dogs** hurrying through the zone
100	A pack of 2d2 **Veil Wolves** hurrying through the zone

Swamp Ooze

Swamp Ooze is similar to quicksand, threatening to draw an unsuspecting traveler benath its surface. When someone falls in they must make a **DC 14 Constitution** saving throw or contract a sickness. If one contracts this sickness, they do not regain any hit points during a rest. On a rest, they can make another **DC 14 Constitution** saving throw. On success, they are no longer ill. On a fail, they suffer

	the eater for 6d10 minutes unless they make a **DC 14 Constitution** saving throw
22-60	A common animal
61-80	Brightly colored flowers with an extremely sweet scent
81-91	A discolored animal (IE Purle deer)
92-100	Any animal except of a larger size

one level of exhaustion and the DC increases by 2. A *Lesser Restoration* spell or greater cures the disease.

Zone 4

Use table 1, except replace a **Gloom Dog** with a **Veil Wolf**.

Unique Monsters and Creatures

Bone Dryad

Medium Fey, Chaotic Evil

Armor Class 11
Hit Points 30(5d8)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	14 (+2)	16 (+3)	18 (+4)

Skills Perception +5, Stealth +6
Senses DarkVision 60 Ft, Passive Perception 15
Languages Elvish, Sylvan
Challenge 2 (450 XP)

Innate Spellcasting: The dryad's spellcasting ability is Charisma (spell save DC 16). The dryad can cast the following Spells:

- At will: Druidcraft
- 3/day each: Entangle, Ray of Sickness, Tasha's Hideous Laughter
- 1/day each: Barkskin, Pass without Trace, Shillelagh
- ***Magic Resistance:*** The dryad has advantage on saving throws against Spells and other magical effects.
- ***Speak with Beasts and Plants:*** The dryad can communicate with Beasts and Plants as if they shared a Language.
- ***Tree Stride:*** Once on her turn, the dryad can step magically into one living tree within her reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be large or bigger.

Actions

Claw (with shillelagh). *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 4 (1d4 + 2) slashing plus 6 (1d4 + 4) necrotic

Corrupting Touch. The dryad targets a creature within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically Charmed. The Charmed creature obeys the dryad's commands and protects the dryad with their life. The target repeats the



Credit: ShaneTyreeArt

Gloom Dog

Medium Beast, Neutral Good

Armor Class 13
Hit Points 65(8d10 + 25)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	6 (-2)	16 (+3)	10 (+0)

Senses passive Perception 18
Languages All basic languages but cannot speak
Challenge 3 (700 XP)

False Appearence. While the wolf reamin motionless in a dark area, it is indistinguishable from a shadow.

Pack Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Keen Hearing and Smell. The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Shadow Stride. Once on her turn, the dog can step magically into one shadow in reach and emerge from a second shadow within 60 ft. of the first tree,

the dryad with their life. The target repeats the saving throw at the end of every turn. After a success, the target is no longer charmed. If the target fails 3 times, they are corrupted. A corrupted creature cannot taken any action without command from the dryad. A corrupted creature dies if the dryad dies. Corruption can be cured with Greater Restoration or better.

appearing in the shadow.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 6 (1d4 + 4) piercing and 2 (1d4) force damage. On hit, attacked creature makes a DC 17 strength saving throw. On fail, creature is thrown to the ground, prone.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 9 (1d10 + 4) force damage.

Corrupted Veil Wolf

A **Corrupted Veil Wolf** uses the same statistics as a **Veil Wolf** except replace the wolf's force damage with necrotic damage. Their bite gains the ability to corrupt a victim. (Use the information from the **Bone Dryad**.)



Credit: Orig00

Veil Wolf

Large Wolf, Chaotic Good(Usually)

Armor Class 17
Hit Points 175(20d10 + 75)
Speed 60ft.

False Appearance. While the wolf reamin motionless in a dark area, it is indistinguishable from a shadow.

Pack Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Uncanny Action. May use bonus action to dash, disengage, or dodge.

Actions

Multiattack. The wolf makes two attacks. One with it's bite, and one with it's claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 10 (1d6 + 6) piercing + 4 (1d6) force damage. On hit, attacked creature makes a DC 17 strength saving throw. On fail, creature is thrown to the ground, prone.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 10 (1d6 + 6) slashing + 2 (1d4) force damage.

Leap. As an action, the wolf moves 5ft before leaping forward, to a point within 25ft of range. Any creature within the wolf's space, or 5ft of the space, must make a DC 17 Strength or Dexterity saving throw, their choice. Creatures that fail their save throw take 10 (1d8+6) bludgeoning and 4 (2d4) force damage, and be pushed/knocked back 5ft, stunned until the end of their next where they stand back up, and knocked prone. Creatures that succeed take half damage, and suffer no more effects from this action.

Veil Shaking Howl. As an action, the wolf lets out an unearthly chilling howl. It can be heard from miles away, but any creatures within 60ft must make a DC 15 Wisdom saving throw, or be frightened. Repeat at end of creature's round to become unfrightened.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	20 (+5)	14 (+2)	16 (+3)	14 (+2)

Condition Immunities None
Skills Athletics +9, Acrobatics +8, Perception +6, Stealth +8
Senses passive Perception 20
Languages All basic languages, but cannot speak
Challenge Probably High (Buttload XP)

TLDR Notes

Going to list things here that I ran out of time to type things out. Sorry Xl

The Ruined Town

The ruined town used to be a mining town. It had recently found a brand new metal, which they named Rudium, and were excited at the new find. Unfortuently, the town was wiped out by a massive explosion. The mine it was found in was beneath a tree covered mounatin.

The Lich

The lich, **Salus Hilotza**, was actually partially responsible for the explosion that wiped out the town in his life. Before lichdom, he was a simple human wizard in hiding, using his magic to survive in life. His most valuable possession was a crystal that allowed him to channel his magic in a way to avoid breaking the veil. This crystal was a shard of prismere, far before The Ascendancy discovered its use. Unfortuently, his was a charlatan by trade, and tried to profit from The Ruined Town's new discovery. While in their mines however, he ran into trouble and by chance his shard of Prismere made contact with the town's new discovery. The result was an explosion of unprecedented proportions, with him caught in the center. Instead of killing him however, it radiated him with so much energy that he became a lich. He is also a cat person.



Credit: Blogspot

The Explosion

The sheer power of the explosion tore the very fabric of space and time hitting the areas miles around in its blast. The entirety became so bathed in energy, throwing it to the edge of space and time, touching upon the very edges of the veil itself. Thus, The Forest's Edge was formed.

itself. Thus, The Forest's Edge was formed.

The Purpose of The Edge

The pockets of these areas that fade in and out of the real world are all homes to a **Veil Tree.** These trees are what form and keep the veil stable, allowing for the use of magic. These pockets serve as a way of protecting the trees, keeping them just out of The Yellow King's hands. Without them, the veil would be far more unstable.