

A WEST MARCHES CAMPAIGN

BEYOND THE VEIL

PLAYER'S HANDBOOK

BEYOND THE VEIL

BEYOND THE VEIL IS A WEST MARCHES-STYLE D&D 5.5E CAMPAIGN SET IN A WORLD CONSUMED BY THE SHROUD. RUN OVER DISCORD USING FOUNDRY VTT.

The world did not end all at once. It ended quietly, as the Shroud crept outward from wherever the sky had broken. Cities fell. Roads went silent. The things that walked out of the dark were not the monsters from old stories. They were something worse. They were familiar.

Veil's End is what remains. A boundary that no one fully understands. And beyond the ancient stones, a world that was once yours, now waiting to be taken back.

You are a Reclaimer. This is what that means.



CONTENTS

Welcome	4
The World	5
Veil's End	5
The Veil	5
The Shroud	5
The Catastrophe	5
People & Places	6
Key Figures	6
Key Locations	6
The Reclaimers	7
The Oath	7
Ranks	7
Character Creation	8
Rules & Sources	8
Starting Information	8
Backstory	9
Submitting Your Character	9
Progression	10
Earning XP	10
XP Table	10
Leveling Up	10
Veil Marks	11
Earning VM	11
The Reclaimer Stockroom	11
World Level	11
The Shroud	12
Shroud Corruption	12
Treatment	12
The Boundary	12
Quests	13
Quest Board	13
Sign Up & Play	13
Rewards	13
Downtime	14
Rules & House Rules	15
Community	16
Getting Help	17
Quick Reference	18



BEYOND THE VEIL

WELCOME

WE'RE A GROUP OF FRIENDS WHO LOVE D&D, COLLABORATIVE STORYTELLING, AND THE THRILL OF EXPLORING A WORLD THAT IS TRYING TO KILL US. YOU'LL LIKE IT HERE.

BEYOND THE VEIL IS A WEST MARCHES-STYLE CAMPAIGN BUILT AROUND A SIMPLE IDEA: A SAFE CITY, AN UNKNOWN world, and a group of brave and possibly foolish people who keep going out into it.

Sessions are self-contained expeditions. You sign up for quests when your schedule allows, play with whoever is available, and return home with gold, scars, and stories. The world moves forward with or without you, and your discoveries shape it permanently.

Whether you're a veteran adventurer or picking up dice for the first time, there is a place at the table for you.

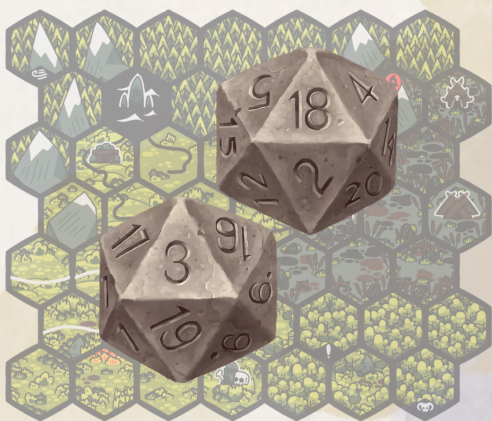
WHAT IS A WEST MARCHES CAMPAIGN?

A West Marches campaign is defined by three things:

A safe home base. Veil's End is always there. It's where you return to, recover in, and call home between expeditions.

An unexplored wilderness. Beyond the boundary, the map is dark. Every session pushes further into unknown territory, revealing what lies out there.

Player-driven exploration. There is no single story being told. The players decide where to go, what to investigate, and what risks to take. The world responds.



WHAT YOU NEED TO PLAY

Playing online brings a different list of requirements than in-person games (no dice needed). Here is everything you will need:

WHAT YOU NEED

- **Discord Account:** All communication and quest sign-ups happen on Discord. Free to create.
- **D&D Beyond Account:** Free account for character creation and management. Sheet must be set to **Public**.
- **Computer:** Foundry VTT doesn't work well on mobile.
- **Microphone:** You need a working mic to play. Quality doesn't matter much — clarity does.
- **Decent Internet Connection:** Enough to run Foundry and Discord simultaneously.
- **Webcam (Optional):** Not required, but encouraged and appreciated.

NEW TO D&D?

Welcome. Your character does things, you describe what they do, the DM describes what happens. Sometimes dice determine the outcome. Ask questions. Make mistakes. Have fun. That is the whole game.

BEYOND THE VEIL

THE WORLD

BEYOND THE VEIL IS SET IN A WORLD THAT HAS been fundamentally broken. Understanding how and why shapes everything about the campaign.

VEIL'S END

Veil's End is a mid-sized city of roughly two to five thousand souls, built around an ancient runic boundary that predates every living resident. It was not designed to be a refuge. It became one.

When the Shroud came, survivors from a dozen fallen settlements poured through the gates, following rumors of a place where the monsters could not follow. They were right. The boundary holds. Nobody fully understands why, or who built it, or how long it will last. The people of Veil's End have learned not to ask too many questions and to keep the boundary maintained regardless.

The city is gritty, crowded, and fiercely alive. It is predominantly human, with a strong presence of elves and halflings, and representatives of nearly every other race who found their way here.

THE VEIL

The ancient runic boundary that protects Veil's End is known simply as the Veil. Stone markers and pillars ring the perimeter of the city, their surfaces carved with symbols that glow faintly with a cold runic light.

The Veil works by emitting a resonance fundamentally hostile to the Shroud. Creatures touched by the corruption are repelled when they approach the boundary stones. The more corrupted a creature, the more violently it is rejected.

The boundary requires maintenance. Materials gathered from beyond the Veil are used in regular rituals to keep the resonance strong. If expeditions stop, the boundary weakens over time. This is one of the primary reasons the Reclaimers exist.

THE SHROUD

The Shroud is not merely dangerous. It is *wrong*.

It blankets the outside world beyond the Veil, a creeping supernatural corruption that warps everything it touches. Plants grow in twisted, unnatural configurations. Animals behave erratically. The air tastes of something metallic and strange. Colors seem slightly off, as though the world beyond the boundary exists at a different frequency than the one you know.

Creatures that spend enough time in the Shroud become the **Shrouded**, changed things that are neither what they were nor anything that should exist.

The Shroud gets progressively worse the further you travel from Veil's End.

THE CATASTROPHE

There are things everyone in Veil's End knows, and things no one talks about.

Everyone knows something fell from the sky. The night broke open. There was light, then darkness, then the Shroud began to spread. It happened within living memory for the oldest residents, though they rarely speak of it clearly.

What fell, where it landed, what it was — these questions have no answers. Scholars have theories. Survivors have nightmares. The Reclaimers have the unexplored map stretching out beyond the Veil, somewhere in which the truth is waiting.

THE BROKEN COMPASS

Before the Shroud came, compasses worked. When the catastrophe hit, they stopped functioning beyond the boundary. The original owner of Veil's End's most beloved tavern hung a broken compass above the bar the day the survivors arrived.

A reminder. You can't navigate back to what was. You can only find your way forward.

The compass is still there. Rosie never took it down.

BEYOND THE VEIL

PEOPLE & PLACES

KEY FIGURES

WARDEN CORA HOLT

Council Leader · Primary Questgiver

Cora Holt did not seek power. She sought survival, and discovered that in Veil's End, the two were the same thing. She respects the Reclaimers more than she lets on. She knows the city lives or dies by what they bring back from beyond the Veil. She will never let them forget that their decisions out there have consequences for the people sheltering inside.

She is your primary point of contact for quests and official guild business.

ROSIE

Keeper of The Broken Compass

Every Reclaimer knows Rosie. The halfling tavern keeper has an almost supernatural ability to remember names, orders, and the particular way people take their tea. She worries about you when you go out. She never says so directly. She just happens to have your usual order ready when you walk back through the door.

TORVAL

Master Smith, The Cinder Forge

The dwarf blacksmith speaks in grunts that experienced Reclaimers have learned to interpret as a full language. Torval is the best smith in Veil's End and he knows it. He charges accordingly. His work holds.



SABLE

Proprietor, Sable's Sundries

No one knows where Sable came from. No one asks. The tiefling merchant sells standard goods at fair prices and occasionally has unusual items she declines to explain the provenance of. If you're looking for something specific that isn't on the shelf, it's worth asking.

SISTER ALDENE

Healer, The Mending House

Sister Aldene has been in Veil's End since the beginning. She is the only person in the city with the knowledge and ability to treat Shroud Corruption. Her faith is not naive. It is the faith of someone who has had every reason to abandon it and chose not to.

KEY LOCATIONS

THE BROKEN COMPASS

The social heart of Veil's End. The best rumors in the city pass through this room.

THE CINDER FORGE

Torval's workshop. Weapons, armor, tools, repairs. Always hot, always busy.

SABLE'S SUNDRIES

Standard goods, potions, supplies, and the occasional unexplained curiosity.

THE MENDING HOUSE

Sister Aldene's domain. Healing, recovery, and Shroud Corruption treatment. Always open.

THE RECLAIMER STOCKROOM

The guild shop. Magic items purchased with Veil Marks. Inventory expands as the World Level rises.

BEYOND THE VEIL

THE RECLAIMERS



The Reclaimers are the adventuring guild of Veil's End. Every player character is a member. The guild exists for one purpose: to push beyond the Veil, map the unknown world, and bring back whatever is needed to keep the city alive and the boundary maintained.

THE RECLAIMER'S OATH

Every member speaks these words before their first expedition:

"I go beyond the Veil so that others need not. I bring back what is needed and share what I find. I do not abandon those who go out with me. I return to Veil's End or I do not return at all. This I swear as a Reclaimer."

The oath is not merely ceremonial. It is a statement of values that every Reclaimer is expected to uphold.

RANKS

Your rank reflects your experience and determines which quests you can join. Ranks advance automatically as you level up. There are no trials or evaluations beyond the work itself.

Level	Rank
1–2	Initiate
3–4	Oathbound
5–7	Veilwalker
8–10	Shroudbreaker
11–13	Pathfinder
14–16	Grimward
17–19	Duskwalker
20	The Undaunted

Initiates are new to the guild, unproven and untested. The first few expeditions establish whether they have what it takes.

The Oathbound have survived their introduction and earned the name. Trusted members with a track record.

Veilwalkers go beyond regularly and come back. The Shroud is familiar to them in the way that danger becomes familiar to people who have faced it enough times.

Shroudbreakers push deeper than most dare. They have seen things in the Forsaken zones that they don't discuss at the Broken Compass.

Pathfinders chart the unknown for those who come after. The map has grown because of them.

Grimwards are veterans. The Shroud has tried to take them and failed.

Duskwalkers are legends. There are very few of them. Those who exist are not entirely comfortable in Veil's End anymore.

The Undaunted stands alone. A rank that has never been held and may never be.

A NOTE ON ALIGNMENT

Evil aligned characters are not permitted in Beyond the Veil. This is a campaign about people working together to survive and reclaim a broken world.

Alignment does not restrict your actions. Your actions determine your alignment. A character can make terrible choices and carry real moral weight. They simply cannot be playing against the people at the table with them.

BEYOND THE VEIL CHARACTER CREATION

WHERE TO BUILD YOUR CHARACTER

All characters are created on **D&D Beyond**. Your character sheet must be set to **Public** so that your DM can review it.

Visit dndbeyond.com to create a free account if you do not already have one.

RULES & SOURCES

Beyond the Veil uses **D&D 5.5e** with the following approved sources:

- Player's Handbook
- Dungeon Master's Guide
- Monster Manual
- Forgotten Realms: Heroes of Faerûn
- Eberron: Forge of the Artificer
- Ravenloft: The Horrors Within
- Arcana Unleashed

No homebrew, no third-party content, no Unearthed Arcana. If a class or subclass has a 5.5e update, use the updated version.

STARTING INFORMATION

Rules	D&D 5.5e
Starting Level	Level 1 (see note below)
Ability Scores	Point Buy or Standard Array only
Hit Points	Fixed/average only, no rolling
Starting Gold	150 GP to spend at Veil's End shops
Multiclassing	Allowed, requires story justification and DM approval
Character Limit	1 slot to start (see Character Slots)

CHARACTER SLOTS

Every player starts with **1 character slot**.

The **2nd slot** unlocks at **Level 5**.

The **3rd slot** unlocks when you have at least one character at Level 5 AND have completed **10 sessions**.

If a previous character reached Level 3 or higher before dying or retiring, new characters may begin at **Level 3**.

STARTING GEAR

All characters begin with **150 GP** to spend at the shops in Veil's End before their first expedition. There is no equipment package option. You buy what your character needs.

Visit Torval at **The Cinder Forge** for weapons and armor, or Sable at **Sable's Sundries** for general goods and supplies. Use the standard PHB equipment prices.

Any unspent gold carries over into play.

MULTICLASSING

Multiclassing is allowed but requires **story justification AND DM approval** before it takes effect. Open a **Retrain / Multiclass Request** ticket in Discord with your intended multiclass and your reasoning, and wait for confirmation before updating your character sheet.



BACKSTORY

Your character has ended up in Veil's End. Whatever their origin, whatever brought them here, they are now a Reclaimer. That is the foundation.

REQUIRED QUESTION

Why did your character join The Reclaimers? What drove them to venture beyond the Veil?

Answer this question in your character submission form. A sentence or two is enough. Your character's story will grow through play.

Was it the promise of gold? The need to protect something, or someone? A debt to be repaid? Nowhere else to go? All of these are valid answers. Make it yours.

OPTIONAL QUESTION

What does your character fear most — whether out in the Shroud or back home in Veil's End?

This is optional, but a well-considered fear makes for a more interesting character and gives your DM something to work with.

SUBMITTING YOUR CHARACTER

Once your character is complete on D&D Beyond:

1. Set your character sheet to **Public**
2. Complete the **Character Creation Form** linked in Discord
3. Include your **D&D Beyond character link** in the form
4. Open a **Character Submission** ticket in Discord to notify a DM
5. Wait for approval before signing up for quests

A DM will review your character and confirm everything is in order. Once approved, you are ready to go.

PSYCH SAFETY

When submitting your character, you have the option to list any topics or themes you prefer not to encounter at the table. This information is shared only with DMs.

You can update this list at any time by reaching out to a DM directly.

SESSION ZERO

New to Foundry VTT, new to D&D, or just new to how Beyond the Veil works? A Session Zero is available to help you get oriented before your first quest. It is optional but recommended for players who have never used Foundry before.

Ask in Discord to schedule one.

THE ROSTER

The campaign roster is the official record of your character's XP, Veil Marks, and status. Your D&D Beyond sheet must match the roster at all times.

If your sheet conflicts with the roster, **the roster wins**. It is your responsibility to keep your sheet accurate and to report any issues to a DM.



BEYOND THE VEIL

PROGRESSION

EXPERIENCE POINTS

Experience Points (XP) determine when your character levels up. The system is simple, objective, and consistent across all tables and all DMs.

EARNING XP

Action	XP
Completing a session	1
Completing the session objective	1

You earn 1 XP just for showing up and completing a session. Engaging more deeply with the world earns more. The maximum you can earn in a single session is capped at what you need to reach your next level — you cannot skip levels.

XP RULES

- You cannot earn more XP than needed to reach your next level in a single session
- Once you hit the threshold, XP stops accumulating until you level up
- You cannot skip levels
- You are not forced to level up immediately, but cannot earn additional XP until you do
- There is no currency-to-XP conversion of any kind

LEVELING UP

When you have earned enough XP:

1. Update your character on D&D Beyond
2. Complete the **Level Up Report Form** (linked in Discord)
3. A DM will verify your submission against the roster and confirm
4. You are now ready to play at your new level

There is no need to post your level-up anywhere else — submitting the form is the whole step. A DM will see it and update the roster.

XP TABLE

The amount of XP required to level up is based on your rank. The table below outlines how much XP is needed for each level.

Level	Rank	XP to Next Level
1	Initiate	2
2	Initiate	2
3	Oathbound	4
4	Oathbound	4
5	Veilwalker	6
6	Veilwalker	6
7	Veilwalker	6
8	Shroudbreaker	6
9	Shroudbreaker	6
10	Shroudbreaker	6
11	Pathfinder	6
12	Pathfinder	8
13	Pathfinder	8
14	Grimward	8
15	Grimward	8
16	Grimward	8
17	Duskwalker	8
18	Duskwalker	8
19	Duskwalker	8
20	The Undaunted	—

BEYOND THE VEIL

VEIL MARKS

WHAT ARE VEIL MARKS?

Veil Marks (VM) are a secondary currency of the Reclaimers. Gold pays for food, gear, and survival, Veil Marks represent your standing and contribution to the guild and to the larger effort of reclaiming the world beyond the Veil. Veil Marks are tracked per account, not per character. They carry across characters and never reset on death or retirement. They are spent at the Reclaimer Stockroom on magic items and contribute to raising the World Level.

EARNING VEIL MARKS

Action	VM
Completing a session	10
Completing the session objective	10
Uncovering a new hex for the first time	5
Finding a named location, dungeon, or ruin	10
Submitting a session recap or mission log	10
Adding a map note in Foundry VTT	5
Referring a new player to the campaign	20 each
Running a session as DM	50
Winning the monthly recap vote	10

THE RECLAIMER STOCKROOM

Items purchased with Veil Marks.

Item	Rarity	VM	WL
+1 Weapon	Uncommon	60	0
+1 Wand of War Mage	Uncommon	60	0
+1 Moon Sickle	Uncommon	60	0
+1 Shield	Uncommon	75	0
+1 Rod of Pact Keeper	Uncommon	90	0
+1 Armor	Rare	150	0
+2 Weapon	Rare	200	2
+2 Shield	Very Rare	400	2
+2 Armor	Very Rare	400	2
+3 Weapon	Legendary	800	4
+3 Armor	Legendary	1,000	4

A monthly rotation of 4–6 items also available.

SABLE'S SUNDRIES

Potions purchased with **gold**. New stock unlocks as the World Level rises.

Item	Cost
Healing Potion	50 GP
Greater Healing Potion	300 GP
Superior Healing Potion	1,000 GP
Supreme Healing Potion	2,000 GP
Antitoxin	50 GP
Alchemist's Fire	50 GP
Basic Poison	100 GP

THE WORLD LEVEL

Every time Reclaimers push further into the Shroud, the World Level rises, unlocking better gear for everyone.

WL Unlocks

0	Core +1 items, basic potions at Sable's
1	Greater Healing Potion at Sable's
2	Core +2 items, more rotation slots
3	Superior Healing Potion at Sable's
4	Core +3 items, very rare rotation items

Announced in Discord at the start of each month.



BEYOND THE VEIL

THE SHROUD

SHROUD CORRUPTION

THE HEALERS IN THE MENDING HOUSE HAVE A WORD for it. Not the wounds you can see. The other thing. The heaviness behind the eyes that Reclaimers bring back from beyond the Veil. Sister Aldene says she can feel it when she puts her hands on them. Something that does not belong.

Every time a Reclaimer ventures beyond the Veil, they bring a little of the outside world back with them. A heaviness. A wrongness at the edge of perception. The longer they stay out there, and the deeper they go, the more it accumulates.

This is called **Shroud Corruption**, and it uses the standard **exhaustion** mechanic from D&D 5.5e. It is tracked on your D&D Beyond character sheet alongside any other exhaustion you accrue. Shroud Corruption and regular exhaustion **stack**.

CORRUPTION TIERS

Each quest is tagged with a corruption tier listed on every quest post.

Tier	Name	Exhaustion Per Session
1	Veiled	0
2	Shrouded	1
3	Forsaken	2

Veiled territories are close to Veil's End. A full session here leaves no lasting mark.

Shrouded lands are further out. A session here leaves you carrying something home with you.

The Forsaken are the deep places. Two levels of exhaustion per session. Plan accordingly.

REMOVING SHROUD CORRUPTION

Long rest inside Veil's End removes 1 exhaustion level. Sister Aldene can remove more for a price.

Sister Aldene's treatment removes additional exhaustion beyond the long rest. Cost is gold only, scaled by rank.

Rank	Cost Per Exhaustion Level
Initiate	20 GP
Oathbound	35 GP
Veilwalker	60 GP
Shroudbreaker	100 GP
Pathfinder	150 GP
Grimward	225 GP
Duskwalker	350 GP
The Undaunted	500 GP

THE BOUNDARY AND SHROUD CORRUPTION

As Shroud Corruption accumulates, the boundary begins to react to you.

Exhaustion level 4: Declare your corruption level to your DM before re-entering Veil's End.

Exhaustion level 5: Succeed on a **DC 14 Constitution saving throw** to pass through the boundary. Failure means you are repelled and must be treated before returning.

Exhaustion level 6: You die, per standard 5.5e rules. The Shroud has taken you.

STAY HONEST

You are responsible for accurately reporting your Shroud Corruption level at the start of every session. Your D&D Beyond character sheet is the source of truth. A DM who discovers unreported exhaustion may remove you from that session.

BEYOND THE VEIL

QUESTS

THE QUEST BOARD

A WEATHERED CORKBOARD DOMINATES ONE WALL OF THE Broken Compass common room. Notices, missives, hand-drawn maps, and the occasional cryptic scrawl cover every inch. Rosie adds new ones when they come in. No one is entirely sure how she decides which ones make the board and which ones go in the fire.

Quests are posted in the **#quest-board** channel on Discord. Each post contains everything you need before signing up.

EVERY QUEST POST INCLUDES

- **Quest Name** and flavor description from Warden Holt or the requesting NPC
- **DM** running the session
- **Date and Time** in your local Discord time
- **Rank Required** for participation
- **Corruption Level** (Veiled, Shrouded, or Forsaken)
- **Quest Type** (Dungeon Crawl, Exploration, Puzzle, RP, Combat, or Mixed)
- **Estimated Length**
- **Maximum Party Size**
- **Sign-Up Instructions**

SIGN-UP RULES

DMs post quests. Players comment to sign up. **First come, first served.**

- You may only have **one character signed up for one quest at a time**
- If you have multiple characters, each can be signed up for a different quest simultaneously
- Quests require a **minimum of 3 players** and a **maximum of 6**
- A quest stays open until the minimum is reached — **no expiry**

MISSING A SESSION

Life happens. If you cannot make a session you signed up for, notify your DM as early as possible. Your spot opens to the next person in line.

If you **no-show without notice**, your spot is opened immediately.

AFTER THE QUEST

Your DM will announce results in Discord: XP earned, Veil Marks earned, gold found, and any notable discoveries. Update your D&D Beyond sheet to reflect these changes.

After every session, submit the **Session Feedback Form** (linked in Discord). It takes two minutes. Rate the session, vote for an MVP, leave comments for the DM.

QUEST REWARDS

XP is awarded per the progression system.

Veil Marks are awarded based on your contributions during the session.

Gold comes from what your party finds. There is no guaranteed payout.

Magic Items found during a quest are declared openly. One character wants it, it is theirs. Multiple characters want the same item, roll off. No one wants it, sold and split equally.

NO REWARDS FOR INCOMPLETE QUESTS

If the quest is not completed, no XP or Veil Marks are awarded. Gold and items found up to that point are still distributed.

Finish the job.

PLAYER-REQUESTED QUESTS

Post something you want to investigate on the quest board and tag the DM role. A DM may pick it up. Requesting a quest that gets completed earns you **20 bonus Veil Marks**.

BEYOND THE VEIL

DOWNTIME

THE DAYS BETWEEN QUESTS ARE NOT EMPTY. THE CITY breathes and moves and needs tending. There are things to brew and skills to maintain and gold to earn for people willing to work.

Downtime represents the time your character spends in Veil's End between sessions. Earned by playing, spent on activities that prepare you for the next expedition.

EARNING DOWNTIME DAYS

You earn **3 Downtime Days (DT)** for every completed session. Downtime is tracked per **account**, not per character. Multiple characters do not increase your accrual. DT **never expires**.

EARNING GOLD

Working odd jobs within Veil's End between expeditions.

Cost: 3 DT

Level Range	Gold Earned
1–4	20 GP
5–8	50 GP
9–12	100 GP
13–16	200 GP
17–20	350 GP

BREWING POTIONS

Gathering ingredients and spending time at the alchemist's bench.

Requires **Herbalism Kit** proficiency for healing potions. **Poisoner's Kit** for poisons. **Alchemist's Supplies** for alchemical items.

Potion	DT	Gold
Healing Potion	1	25 GP
Greater Healing Potion	2	100 GP
Superior Healing Potion	4	300 GP
Supreme Healing Potion	7	800 GP

SCRIBING SCROLLS

Transcribing spells onto magical scrolls for later use.

Requires **Arcana** proficiency or **Calligrapher's Supplies** proficiency. Material components required by the spell must be on hand. Consumed components are lost upon completion.

Scroll Level	DT	Gold
Cantrip	1	15 GP
1st Level	1	25 GP
2nd Level	3	100 GP
3rd Level	5	150 GP
4th Level	10	1,000 GP
5th Level	20	1,500 GP

RETRAINING

Revisiting old skills and refining your approach.

Cost: 5 DT. Requires DM approval before taking effect. Open a **Retrain / Multiclass Request** ticket in Discord with your intended retraining.

CUSTOM ACTIVITIES

Anything not covered above.

Open a **Custom Downtime Activity** ticket in Discord describing what you want to do. A DM will determine feasibility and cost.

SUBMITTING DOWNTIME

Complete the **Downtime Form** (linked in Discord) when spending DT. A DM will review and update your roster entry.

A NOTE ON BREWING

Brewing potions costs more than buying from Sable's at low levels. The value of brewing is access — a character who can brew Superior Healing Potions does not need to wait for the World Level to unlock them. Plan your proficiencies accordingly.

BEYOND THE VEIL

RULES & HOUSE RULES

BEYOND THE VEIL USES D&D 5.5E RULES AS written, with the house rules below. The DM's ruling at the table is final. Disputes are resolved after the session, not during it.

COMBAT

No PVP. Player versus player combat is not permitted under any circumstances.

Potions. Drinking or administering a potion is a **bonus action**. If you use your action to drink or administer a healing potion instead, you receive the maximum possible healing rather than rolling.

Flanking. Not used. We do not use the optional flanking rule.

Brutal Critical. When you score a critical hit, roll the maximum value on your base damage dice, then roll the critical dice and add your modifiers.

EXPLORATION

Short Rests. Maximum of **2 short rests per day**.

Carry Weight. Standard carry weight applies (Strength × 15). Coin weight is ignored.

STEALTH

Before rolling stealth, declare your intentions and commit to them regardless of the result. Alternatively, ask the DM to roll secretly and continue with your plan, unaware of whether you succeeded. **A natural 1 is always a failure.**

SKILL CHECK CHALLENGES

When the DM calls for a skill check challenge, the success and failure thresholds are announced before anyone rolls. Characters with proficiency roll normally. Characters without proficiency may also attempt the check without penalty. The DM may exclude a character if the attempt makes no narrative sense.

SPELLBOOKS

You cannot trade your spellbook. Spells learned from a found spellbook disappear from it once copied.

INSPIRATION

DMs may award inspiration to players for strong roleplay, creative thinking, or memorable moments. Each player may hold a maximum of one at a time.

DEATH

Death in Beyond the Veil is **permanent**. Resurrection is not currently available.

If your character dies in a **Forsaken (Tier 3)** hex, their body cannot be recovered. The Shroud claims it. Bodies in Tier 1 and Tier 2 hexes may be recovered.

When you create a new character after a death, you begin at **Level 1**. If your deceased character reached **Level 3 or higher**, you may begin at **Level 3**.

RETIREMENT

Retirement is **permanent and irreversible**. Retired characters are removed from active play. Their slot opens for a new character. Retired Reclaimers may exist as background figures in Veil's End at DM discretion.

LOOT

Gold and sellable items are split equally. Magic items are declared openly. One character wants it — theirs. Multiple characters want it — roll off. Nobody wants it — sold and split.

You may not trade items, gold, or XP between your own characters. You may give items to other players during a session.

THE SHROUD PUSHES BACK

Each month, unpatrolled hexes may be reclaimed by the Shroud. Patrol missions completed that month determine how many hexes are at risk. Watch the monthly announcements in Discord for details.

BEYOND THE VEIL COMMUNITY

BEYOND THE VEIL IS A COMMUNITY BUILT AROUND a shared love of D&D and collaborative storytelling. We are inclusive, welcoming, and committed to making every player feel that there is a place at the table for you.

COMMUNITY RULES

- Treat every player and DM with respect at all times
- No racism, hate speech, slurs, or discrimination of any kind
- No NSFW content in any campaign channels
- No politics or sensitive real world topics in campaign spaces
- No spamming voice or text channels
- No advertising or self promotion without permission
- Disagreements with rulings go through a Rules Dispute ticket, never argued at the table
- The DM's ruling is final during a session. Disputes are resolved after.
- Violations may result in removal from the campaign

THE MAP

As Reclaimers explore beyond the Veil, the map grows. The DM reveals terrain as your party ventures into new hexes. Players add journal notes and points of interest to the Foundry map after discoveries.

Adding a map note earns **5 VM**. Finding and documenting a significant named location earns **10 VM**.

False, inappropriate, or unhelpful map notes will be removed.

OBSERVERS

Want to watch a session before playing? You're welcome to observe any session via a Foundry Viewer login or by asking a player to share their screen. Observers do not participate mechanically.

FEEDBACK

After every session, please fill out the **Session Feedback Form**. Rate the session, vote for an MVP, and leave any comments for the DM.

The monthly recap vote celebrates the best written mission reports submitted that month. Winners earn **10 VM**.

MISSION RECAPS

Writing a recap from your character's perspective and submitting it earns **10 VM**. Recaps can be submitted via the mission log on Foundry or through a **Recap Submission** ticket in Discord.

Submit within **two weeks** of your session. Monthly recap votes are posted in Discord. The winner earns an additional 10 VM and the admiration of their fellow Reclaimers.

A FINAL WORD

This is a game about people who go out into a broken world so that others do not have to.

You will not always succeed. You will not always come back whole. But you will go, because someone has to, and because the map is a little less dark every time you do.

Welcome to the Reclaimers.

Good luck out there.



BEYOND THE VEIL

GETTING HELP

MOST REQUESTS THAT NEED A DM'S attention go through **#open-a-ticket** on Discord instead of a public post. It's private. Only you and the DM/mod team can see it, no one else in the server can.

How It Works

1. Go to **#open-a-ticket**
2. Click the button matching what you need
3. A new private channel opens for just you and the DM/mod team
4. Describe your request in a sentence or two
5. A DM or mod picks it up and replies
6. Once it's resolved, the ticket is closed

Pick the category that matches what you need:

CHARACTER SUBMISSION

For new character review. Use this after completing the Character Creation Form to notify a DM your character is ready to look at.

Example: "Submitting my new character, a halfling cleric. Backstory and D&D Beyond link are in the form."

RETRAIN / MULTICLASS REQUEST

For retraining a character (5 DT, DM approval) or requesting to multiclass (story justification and DM approval required).

Example: "My fighter just hit Level 5. I'd like to multiclass into rogue, here's the story reason why."

RECAP SUBMISSION

For submitting a mission recap from your character's perspective if you'd rather not use the Foundry mission log. Earns 10 VM either way.

Example: "Recap for last night's session with Warden Holt's quest. Recap text below."

RULES DISPUTE

For disagreements with a DM's ruling. Open this after the session, not during it, the DM's call at the table is always final in the moment.

Example: "Question about how the flanking ruling was applied in last night's fight."

CUSTOM DOWNTIME ACTIVITY

For anything you want to do with your Downtime Days that isn't already covered, earning gold, brewing, scribing, or retraining. Describe what you want to do and a DM will price it.

Example: "I'd like to spend downtime tracking down a rumor about the Cinder Forge. What would that cost?"

Quests still work the way they always have, watch **#quest-board** and comment to sign up. Tickets are only for things that need one-on-one DM attention.



BEYOND THE VEIL

QUICK REFERENCE

VEIL MARKS

Earn	VM
Complete a session	10
Complete session objective	10
Uncover a new hex	5
Find a named location	10
Submit a session recap	10
Add a Foundry map note	5
Refer a new player	20 each
Run a session as DM	50
Win monthly recap vote	10

Veil Marks are account-wide and carry across all your characters.

SHROUD CORRUPTION

Hex Tier	Exhaustion
Veiled (Tier 1)	0 per session
Shrouded (Tier 2)	1 per session
Forsaken (Tier 3)	2 per session

Long rest in Veil's End removes 1 exhaustion level. Sister Aldene removes more for gold, scaled by rank.

EXHAUSTION THRESHOLDS

Level	Effect
4	Declare corruption level to DM before entering
5	DC 14 Con save to pass through the Veil
6	Death

XP

Action	XP
Complete a session	1
Complete session objective	1

Cannot earn more XP than needed to reach next level in one session. No skipping levels.

DOWNTIME

Activity	DT Cost
Earn Gold	3 DT
Brew Healing Potion	1 DT + 25 GP
Brew Greater Healing Potion	2 DT + 100 GP
Brew Superior Healing Potion	4 DT + 300 GP
Brew Supreme Healing Potion	7 DT + 800 GP
Scribe Cantrip Scroll	1 DT + 15 GP
Scribe 1st Level Scroll	1 DT + 25 GP
Scribe 2nd Level Scroll	3 DT + 100 GP
Scribe 3rd Level Scroll	5 DT + 150 GP
Retrain	5 DT

Earn **3 DT** per completed session.

KEY CONTACTS

NPC	Location	Purpose
Warden Cora Holt	Council Hall	Quests, guild business
Rosie	The Broken Compass	Food, drink, rumors
Torval	The Cinder Forge	Weapons, armor
Sable	Sable's Sundries	Supplies, potions
Sister Aldene	The Mending House	Healing, Shroud Corruption