My ideas for this portion.

I understand where you're coming from, but we need to remember this question. "Why is the forest so dangerous to enter?". The answer is simple. Chimeras! (Pronounced kimerah) http://en.m.wikipedia.org/wiki/Chimera\_(genetics) the dark lord has been using these beasts to instill fear in the peasants, as well as outsiders. The wolves that "killed" Rolan's dad were actually the first event that the chimeras are witnessed. The dark Lord placed small shards in some of these beasts to make some of them stronger still. So now you have some basic animals, chimeras, and upgraded chimeras. You may even see some upgraded animals, that is up to you. I would imagine the Dark Lords favorite Chimera is the black wolf bear. And you can even have fun with this like monkeys and badgers... or foxes and birds... or anicondas and man... I mean the options are endless. We can even throw in some that the world already knows, the Griffin or the Pegasus and the Centaur, but those would be the cleric's animals. This is where the Dark Lord got the idea. I just feel that going with the storyboard you have doesn't make it much different from other stories.

Your idea to change towns... is doable as a story, but not is the same respect. Dark Lord Orion is constantly trying to grow his kingdom. Some towns may be friendly when Rolan first enters, others may be hostile. And after an event, Rolan completing a quest, the hostile town becomes friendly. Or Rolan leaves a town that's friendly only to return to it as hostile. This still works with the story, but can implement your concepts without adding dimensional teleportation.

Rolan's training level ends when he finds a stone that gives him the power of earth, or fire. (Earth is more defensive, and fire more offensive, the stone received depends on the missions he chooses and completes) duplicate stones can eventually be traded with the clerics for a small fee.

If you are interested, I can storyboard out the entire concept.