



ECHOES III

SHADOWS AND SUNLIGHT

UNOFFICIAL MODULE

Forgotten realms return, new Pantheons appear, nations navigate.
The Strange Associates return anew!



OLD WORLD, NEW FACES



COME VISIT THE WORLD OF VÓRIMA, REIMAGINED
with various skill levels of art work and
narrative story telling! ↗

From the tall cliffs of Claralin, to the deep
and sinister Underdark, Vórima calls your
name!

Read onwards and see.

Climb high, walks far!

THE ERAS

OPTIONS

Era	Years post Planar Merge
1 Shock	1-3
2 Denial	4-6
3 Anger	7-12
4 Bargaining	13-20
5 Depression	21-30
6 Testing	31-45
7 Acceptance	46-60

ECHOES III - SHADOWS AND SUNLIGHT



WELCOME TRAVELER FROM AN ANTIQUE LAND.
Please sit and tell us of what you have seen.
The unheard of monsters, who slither and bite.
Tell us of the wondrous items and artifacts you have found, their mysteries yet to be unlocked. Of the vexing vocations and surprising skills you have seen.

RECAP

The Hidden Three (TH3), an infectious parasite of a god, lays slain at the hands of The Strange Associates! However, with H3 dead, the world of Vórima became connected to once severed planes, now referred to as the Planar Merge (PM). Deities of the [Forgotten Realms](#) now navigate new gods from other domains!

Yet yee are not Gods! Picking up from the Epilogue, *The Strange Associates* of old are hard at work, and **they're hiring!** Specifically, the Adventuring Guild created by [Harlow Movelle](#), who "takes on smaller groups of adventurers as apprentices, training and offering them support in helping all kinds of people on Vorima and beyond..."

WHO ARE YOU?

An Adventurer seeking *paid* tutoring from one of the worlds *greatest* heroes? Perhaps more humble origins, a Cethynian scholar learning more of the expanding arcane world. An Aglondalian alchemist or tinkerer, hungering for extra-planer resources? Xixima sailor, seeking to bring democracy to new worlds? Any and all are [Welcome to The Guild!](#)

Player Characters (PC's) wielding magic be warned, **Vórima Post Merge is Unstable**. The *Wild Magic Storms* of Aglondale have spread throughout the land, *rifts bridging planes* instantaneously appear and fade as quickly, leaving devastation in its wake.

Those with a touch of the divine are not shielded from such complexities. Deities can now be contacted directly, devoid of the barrier imposed from TH3. The lords above may duke it out for contested territory, and we are **naught but ants**. Gods of newly bridged realms may serve as Warlocks Patrons to secure influence within Vórima.

Click the icon for our Echoes Discord



MINT HP POOTION
"STAY FRESH" ITHIL



MECHANICS

Most things remain the same (D&d 2024), with fun options!
Things to play with:

- Multiverse Pantheon: Greyhawk, Dragonlance, Eberron!
- PC's Belief: Do you prefer the old world to the new?
- Origin: Scarred by a rift appearing PM? Lost a love one within another plane and tragically yearn to bring them home? Go Wild!

Lets have fun with this new world :)

TIMELINE AND ERA'S

Echoes II Campaign ended in Year 2704 AC (Anno Cavara), and thus ended the Waldermark's AC Calendar and began PM, reflecting Vórima's forever changed nature.

Echoes III, referencing this Module, begins in **Year 5 PM (Era 2: Denial – "New Moon" (Year 4-6 PM))**. The Era's are staged around the 7 stages of grief for narrative purposes, and note that this isn't a set timeline, more of a suggestion. Afterall, time flows different in the world of Echoes, even moreso Post Merge!

If you're interested in different potential timelines, read on...

ERA 1: SHOCK – "THE BREAKING DAWN" (YEARS 1-3 PM)

The sudden merge leaves Vorima reeling. Planar rifts open unpredictably, releasing powerful magic and creatures into our world. Mortals are stunned, unprepared for the return of forgotten gods and ancient forces.

- Reality itself feels fractured. Feywild time fluctuates even heavier, numerous uncounted veil merges.
- Mortal leaders scramble to understand what has happened while planar beings begin to stake their claims. The Strange Associates tell all, nation states seek guidance from any sources.
- Magic becomes chaotic, dangerous, and abundant. Wild Magic wielders find society both more tolerant and hostile towards them. That one magic guild (Everturning Wheel was the merchant guild, uhhhhh), they're super busy.

ERA 1 CONSIDERATIONS

- Not all the events of The Epilogue would have occurred yet! Danger with messing with the Timeline of The Weave!!
- This would be **chaotic, wild**, and ripe for any unprecitability, gameplay and narrative wise.



ERA 2: DENIAL – “NEW MOON” (YEARS 4-6 PM)

Many mortals and nations refuse to accept the new order (cough cough Cethynor), clinging to the old ways or outright *rejecting* the gods. Some deny the divinity of returning gods, declaring them false or impostors, ignoring the irony surrounding The Hidden Three.

- Cults arise, worshipping “true” deities or rejecting all planar influence. Reference “[Citizenship & Religion](#)” – [Approved Religions](#).
- Mortal leaders attempt to suppress knowledge of the merge, leading to regional conflicts. Expect the Duergar of Ghizdarin to clash, should Xixima not keep peace.
- Divine emissaries meet resistance as mortals push back against new divine laws. Ithil probs super busy. Good luck to anyone representing Vicovar, lol.

ERA 2 CONSIDERATIONS

- First 5+ Sessions planned out, easy to get campaign started
- Epilogue is still cannon, Timeline and Weave in tact.
- Still hot off the heels [Post Merge](#)!

ERA 3: ANGER – “BLOOD MOON” (YEARS 7-12 PM)

Tensions explode into open conflict. Old gods and new gods wage war over dominion, dragging mortal civilizations into their battles. Nation states capitalize upon turmoil, land grabs occur. Heavy Espionage and Subterfuge era.

- Entire regions are consumed by war, and cities fall to divine wrath. Imagine Clarilen after Vicminar created the Ceaseless Tear, but like, probably monthly.
- New planes manifest briefly, their energies reshaping the land before vanishing. I’m think Plane of Fire, roast a city, bamph it’s all cinders. Fingers pointing amongst ash.
- Mortal armies begin wielding divine artifacts, turning the tide in battles. Rumors amongst The Branches surrounding The Moonblade, wielded by [Telyn Trutaniel](#). Shard of The True Moon and [Ithil Galad Ber](#), uncomfortable chats in The Twilight Emporium. Guardian of The Root, and more besides.

ERA 3 CONSIDERATIONS

- You like fighting? Warhammer-esk scale combat?
- Lots of room for sadness here ngl
- Wanna see The Strange Associates [during war](#)

ERA 4: BARGAINING – “CLOUDS OF NIGHT” (YEARS 13-20 PM)

Desperate for peace, mortals and gods attempt to forge fragile alliances. Some come in line with the Waldermark’s Approved Religions to be palatable to all sides. Secret deals are struck, and pacts are made—some destined to fail, others leading to uneasy truces.

- Mortals negotiate with lesser gods for protection, but these deals often come with a high price. Gods in one realm may function as Warlock Patrons in Vorima. [Yuminar Filifar](#), [The Prime Soul](#) probably busy fixing peoples mistakes here.
- Planar factions form, with mortal champions rising to mediate between planes. I could see Victoria of Kitatrum here, Ithil with Planar Gate, or (begrudgingly) Dorqinor Colapietro in between plane hopping via weird alien spaceship.
- Hidden powers seek to exploit the chaos for personal gain. Surraath gonna be rigging the next Pentathlon games 100%. Or perhaps The White Cloaks in Siojique...

ERA 4 CONSIDERATIONS

- Wanna gain power with unethical manners?
- Espionage/ Spy campaign fits here easily
- Try to bring peace and order [post war](#)

ERA 5: DEPRESSION – “THE HOLLOW YEARS” (YEARS 21-30)

The aftermath of war leaves the world scarred. Entire cultures have been lost, and many *regions lie in ruin* (cough cough The Waldermark). The gods, weary from battle, retreat to their planes, leaving Vorima to rebuild.

- Cities become ghost towns, and abandoned temples dot the landscape. Sad Roadtrip vibes here.
- Faith wanes as many mortals grow disillusioned with the gods. Clerics are shunned from where they were once welcomed. Non magical mercenary guilds grow (what was the name of Harlow's Adventerors Guild?).
- Adventurers rise to explore the remnants of shattered civilizations, seeking lost knowledge and relics. Dungeon Crawler for days, I bet the Everblood Subcastra got RADICAL loot.

ERA 5 CONSIDERATIONS

- Could be fun to raise the spirits of fallen nations
- *Evil Campaign* would rein supreme here

ERA 6: TESTING – “WAXING & WANING” (YEARS 31-45)

New powers *rise from the ashes*. Mortal leaders experiment with new forms of governance (Xixima serving as the shining example) and magic (Aglondale tech would be off the hook with extra planar resources), testing their strength against the lingering divine influence.

- Arcane academies and planar research flourish as mortals seek to understand the planes. Wizard guild flourishes. Dork-inor's apprenticeship list grows, despite high turnover/ burnout/ fatality rates.
- New kingdoms form, blending planar magic and mortal technology. Who wants to make a new nation!
- Worshippers of The Hidden Three, tired of divine meddling, begin to devise ways to sever the planes once again.

ERA 6 CONSIDERATIONS

- Loads of tech, like *Naruto Nhippuden*
- Magic, faith on rise, happy vibes

ERA 7: ACCEPTANCE – “WOLF MOON” (YEARS 46-60)

A fragile balance is achieved. Mortals and gods find a way to coexist and communicate devoid of the interference from The Hidden Three. Though tensions remain beneath the surface (if one God can die...). The world is forever changed, but a new normal begins to emerge after a generation of two of humanity.

- A new pantheon forms, composed of both old and new gods, who agree to limit their interference. Children laugh at text books detailing Waldermark's “Approved Races”.
- **Planar travel becomes common**, and trade routes between planes are established. Underwater Castle gonna be lit all I'm sayin. Gotta name that thing too.
- Adventurers now seek to explore distant planes, ushering in an age of discovery and wonder. Although some still stick close to home. After all, there's rumors of some treasure still in Briuze...

ERA 7 CONSIDERATIONS

- Did I mention *Planar Travel* ??!?!?
- GO EXPLORE THE WORLDS, FOLKS



ODD FRIENDS

NOW THAT YOU'RE FAMILIAR WITH THE OPTIONS for a timeline, let's see what the chef's been cooking! This Module (Echoes III - Shadows and Sunlight) focuses in on Era 2 (Denial – "New Moon" (Years 4-6 PM)). Luckily, through the magic of storytelling, much of it can be moved around and changed as necessary. :)

When yee ol isolated Vorima, long ruled by the deities of the Forgotten Realms, suddenly merges with the outer planes, two powerful gods from the Greyhawk pantheon, Vecna and Pelor, seize the opportunity to spread their influence. They see a world ripe for domination—Vecna through forbidden knowledge and dark magic, and Pelor through light and righteous crusades. This sudden intrusion sparks chaos, as the native gods, caught off guard by the planar merge, scramble to protect their realm.

ERA ONE'S FALLOUT

THE SILENT INCURSION

Pelor's Arrival:

- Pelor arrives with radiant force. His influence manifests in holy visions and miraculous healings, rallying mortal clerics and paladins to form crusading orders dedicated to spreading light and purging darkness.
- However, **Pelor's crusaders** view the local deities with suspicion, considering them part of the old, flawed world that allowed darkness to thrive.

Big, noticeable, screams when he walks in the door...

Vecna's Approach:

- Vecna acts cautiously, quietly infiltrating the mortal world by offering forbidden knowledge to ambitious mortals—necromancers, cult leaders, and power-hungry nobles.
- His agents begin unearthing long-buried arcane secrets and creating powerful undead servants.
- Vecna's goal is to **destabilize existing power structures** and turn the mortal realm into a world ruled by secrets, fear, and undeath.

Vecna acts like some modern nation states: Kinda weird...



THE PROLONGED NIGHT

Realizing they are at risk of losing control, the native gods of Vórima band together to take drastic action. Led by Selûne (goddess of the moon) and Shar (goddess of darkness and loss), they enact a powerful ritual that prolongs the night. Their goal is to weaken Pelor's influence, as his power is tied to sunlight, while simultaneously empowering themselves.

With night prolonged, tensions escalate into open conflict across the world:

VECNA'S SHADOW CABALS

Hidden cabals devoted to Vecna begin to spread, offering forbidden magic and secrets to those disillusioned by the existing order. Entire cities fall under the sway of necromancers who promise immortality and power.

PELOR'S CRUSADING ORDERS

Pelor's crusaders, deprived of sunlight but still empowered by their god's light, press on, launching zealous campaigns to "cleanse" the world of darkness. However, their rigid, uncompromising nature causes friction with local populations who venerate Selûne and Mystra.

SELÛNE'S LUNAR GUARDIANS

Selûne's followers, empowered by the prolonged night, form Lunar Guardian Orders—holy warriors and priests wielding moonlight magic. They protect vulnerable communities from both Vecna's undead forces and Pelor's crusaders.

SHAR'S SHADOW CULTS

Shar's cults grow in influence, spreading despair and manipulating mortals into acts of betrayal and sabotage.

THE FRAGILE BALANCE

ETERNAL DARKNESS

As the prolonged night continues, no side is able to gain a decisive advantage. The conflict reaches a tenuous balance, with small alliances and truces forming out of necessity.

VECNA'S ENDGAME

Vecna seeks to complete a grand ritual that would allow him to fully ascend and become the supreme god of the world, enslaving both mortals and lesser deities.

PELOR'S COMPROMISE

Pelor's crusaders, unable to eradicate the native gods entirely, begin to focus their efforts on Vecna's growing undead threat, recognizing him as the greater evil.

THE NATIVE GODS' ALLIANCE

Selûne and Shar form a reluctant alliance to prevent Vecna's ascension and keep Pelor's influence in check. Despite their differences, they recognize that unity is their only chance to maintain control over their world.

STARTING QUEST: SHADOWS AND SUNLIGHT

SETUP

The town of Duskwatch, perched on the edge of an ancient forest, has always been known for its duality—half of its population worships Selûne, the goddess of the moon and light in darkness, while the other half secretly venerates Shar, the goddess of night and loss. The planar merge has thrown Duskwatch into chaos, with strange magical surges destabilizing the region, and rumors of shadowy figures moving in the night.

The sudden arrival of Pelor's crusaders, led by the charismatic High Justiciar Thaelos, has further divided the town. Claiming to bring the light of salvation, the crusaders have seized the old Temple of Shar and established it as their stronghold. To "purify" the temple and the area, they have placed a holy artifact of Pelor within—a radiant beacon that banishes shadows and suppresses dark magic. However, this act has inadvertently disrupted local magical energies, creating wild magic zones in the surrounding forest and weakening the influence of Selûne and Eilistraee.

Unbeknownst to the crusaders, Lolth's spies have been working behind the scenes, using Vecna's cult as pawns to sow dissent. Lolth's agents seek to destabilize the region further by manipulating both the crusaders and Vecna's cult. Meanwhile, Selûne and Eilistraee, sensing the growing danger, sent divine intervention too late—after the crusaders had already begun converting parts of the town.

QUEST HOOK

The local adventuring guild, founded by a renowned former adventurer (a previous PC), has been hired to investigate the planar merge and the unusual events surrounding the crusaders' arrival. The guildmaster received the contract from an anonymous sponsor—Mystra—who seeks to stabilize the region by uncovering the truth behind the growing tensions and preventing further disruption of magic.

The adventurers are hired under the guise of helping "resolve the unrest," with the details left intentionally vague. Their task is to infiltrate Duskwatch, gather intelligence on the crusaders, and assess the planar merge's effects on local magic.

MAIN OBJECTIVES

INVESTIGATE WILD MAGIC ZONES

The adventurers are sent to explore the forest surrounding Duskwatch, where they encounter unstable magical anomalies—wild magic surges caused by the interaction of Pelor's artifact and planar energies. They discover traces of Vecna's cult, hinting that the cult has been experimenting with these anomalies to harness forbidden magic.

INFILTRATE THE TEMPLE OF SHAR (NOW PELOR'S FORWARD BASE)

The adventurers must find a way to gain entry into the heavily guarded temple. They can either: a) Negotiate with the crusaders—pose as allies or outsiders seeking to help stabilize the town. b) Sneak in covertly—use their skills to bypass the guards and investigate the artifact without alerting the crusaders. Inside the temple, they will find: Pelor's artifact, radiating powerful light magic, disrupting dark and arcane magic. Former Shar cultists, either imprisoned or "redeemed" by Pelor's crusaders, who may offer valuable information. Clues indicating that Lolth's spies have been passing intelligence to Vecna's cult.

UNCOVER LOLTH'S MANIPULATION

By piecing together information from the forest, the temple, and captured cultists, the adventurers will learn that Lolth's agents have been playing both sides—feeding Vecna's cult with intel about the crusaders' movements while using the cult to provoke unrest in Duskwatch. A captured cultist or crusader may reveal that Lolth's goal is to steal Pelor's artifact, as it would be a powerful tool for her to control or corrupt planar magic.

MAGIC EQUIPMENT

FLASK OF MOONLIGHT

Wondrous Item, Rare, Requires Attunement

Category: Items

Weight: .5 lbs

A shimmering silver flask that always feels cool to the touch, filled with an ever-replenishing liquid that glows faintly under moonlight.

Properties:

- While attuned to this item, you gain resistance to radiant OR necrotic damage. Damage Resistance type can be changed during a long rest ritual, once per day.

As an action, you can pour out a dose of moonlight, which can be used in the following ways:

- Healing Light: A creature that drinks the moonlight regains 2d6 hit points. This ability can be used once per long rest.
- Lunar Shroud: You can splash the moonlight on yourself or an ally, granting them advantage on saving throws against spells and magical effects for 1 minute. This can be used once per long rest.



BLADE OF DUSK AND DAWN

Weapon (longsword), Very Rare, Requires Attunement by a Good or Neutral-aligned Creature

A beautifully crafted longsword with a shimmering blade that changes color depending on the time of day. It has a silver hilt wrapped in dark leather, and the pommel is shaped like a crescent moon. Properties:

- This sword deals 1d8 slashing damage (versatile 1d10).
- At dawn, the blade shines with radiant energy, and all damage dealt by the sword becomes radiant damage.
- At dusk, the blade darkens, and all damage dealt by the sword becomes necrotic damage.

Daylight Strike: At dawn, when the sword is radiant, you can use an action to cast Daylight centered on yourself. This ability recharges at the next dawn.

Twilight Cloak: At dusk, when the sword is necrotic, you can use an action to gain invisibility for 1 minute or until you attack or cast a spell. This ability recharges at the next dusk.



DAWN'S PENDANT

Wondrous Item, Very Rare, Requires Attunement by a Divine Caster

A golden pendant in the shape of a rising sun, blessed by Pelor. It radiates a faint warmth and occasionally flickers with wild magic energy.

Properties:

- While attuned to this pendant, your spell save DC and spell attack bonus increase by +1.
- Wild Magic Surge: Each time you cast a spell of 1st level or higher, roll a d100. On a result equal to or lower than the pendant's current risk level, a planar rift opens within 30 feet of you.

The risk level starts at 1 each day and increases by +1 for each spell cast. The risk level resets to 1 at dawn, or after a planar rift occurs. When a planar rift opens, roll on the following table to determine its effect:

Roll	Rift Effect
1	A random elemental creature (CR 3 or lower) emerges.
2	Wild magic burst! Roll on the Wild Magic Surge table.
3	The area is suffused with radiant energy. All creatures heal 2d10 HP.
4	A wave of necrotic energy pulses outward. All creatures take 2d10 damage.
5	The rift creates a temporary portal to a random plane for 1 minute.
6	A celestial or fiendish emissary arrives, demanding tribute or aid.



DIVINE INFUSION

Magical Item, Very-Rare

Item: Any worn equipment or weapon (requires attunement)

Prerequisite: 6th-level artificer Infusion or lower

Having received the blessing of a divine being, one item may receive a permanent upgrade. Reference Artificer Infusions for list of options.

ADVENTURE AWAITS

EXPLORE VÓRIMA



CREDITS

FRONT COVER

Art by me, thanks for template designs by [Chrismmeanswar](#)

BACK COVER

Illustration by me, thanks for template [Reforged-Existence](#)

SPECIAL THANKS

Thanks to you, The Strange Associates, for creating a world we all want to revisit for the third time running!

ARTIST CREDITS

Front Cover: Me

Back Cover: Me

Watercolor: Based on guide of [Jared Ondricek](#)

Inspired by: Years of playing D&d

*If anyone knows who the artists is for The mug on page 3, I would love to know!

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PART II | Shadows and Sunlight

ECHOES III

Yeah I don't fuck around kiddo

How many hours did I spend formatting this doc, you say? Oh what's that, curious about the masterful artwork?

Oh that's nothing, just a casual weekend project.

Just me, realizing everyone in the group has DMed for our group, 'cept me.

So, consider this my formal application to run the Echoes III campaign!

And of course, thanks for the resources Homebrewery, making sure I don't get the Pinkertons stuck on me by WoTC.

For use with the fifth edition
Player's Hand Book, *Monster's Manual*, and
Dungeon's Masterguide.

