https://homebrewery.naturalcrit.com/edit/8zqWxWjOBaVa

Timeline

**Era 1: Shock – “Solar Eclipse” (Years 1-3)**

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, uhhhhhhh), they’re super busy.

**Era 2: Denial – “New Moon” (Years 4-6)**

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 3: Anger – “Blood Moon” (Years 7-12)**

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. Shard of The True Moon and Ithil, uncomfortable chats in The Twilight Emporium. Guardian of The Root, and more besides.

**Era 4: Bargaining – “Clouds of Night” (Years 13-20)**

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 5: Depression – “Lunar Eclipse” (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 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 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 interferience 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 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…