

The Master Timeline

The Calendar and Era The campaign takes place in the year 80 BEC. Every piece of intelligence, diplomatic cable, and military order will strictly utilize the days and months established in the custom calendar system. Forcing the players to date their messages this way grounds them completely in the high fantasy setting. It also serves a critical logistical purpose for my own tracking. If the Static delays a message by two days, having the exact in game date stamped on the letter allows me to easily manage the flow of information behind the screen.

Phase One: The Prelude Phase The campaign opens with a full real world week of setup. This period represents the quiet, paranoid maneuvering before the powder keg ignites. During this phase, the players are simply setting up their boards. Scott will secretly position his naval blockades. Kristina will assign her elite police to specific city sectors. Zavi will establish his WTC safehouses and secure his extraction routes. Jamie will hide her rebel weapon caches in the lower docks. Tyler will set up his Beccin intelligence dead drops. No active combat or sabotage occurs during this week. They are simply loading the gun.

The Inciting Incident At the exact end of the prelude week, the crisis officially begins. A massive explosion will rip through a Wolgari Trading Company supply convoy right on the border of Apsley's upper elite tiers and the sprawling lower docks. The blast will collapse the primary bridge connecting the two districts. This specific event is the perfect universal trigger. It traps Zavi's operatives in the city. It forces Kristina to declare martial law to maintain order. It gives Jamie a massive surge of anti corporate sympathy to weaponize. It provides Scott his first major tick on the destabilization track. Tyler can use the ensuing panic to slip his Beccin spies past the distracted WTC security forces.

Phase Two: The Real Time Crisis The moment the bridge collapses, the calendar locks into a strict one to one ratio. One real world day equals exactly one in game day. Every player will have twenty four hours to submit their specific daily orders to me via Discord. Once all five submissions are in, the game pauses. I will compile the orders, cross reference their geographical locations, and resolve any overlapping conflicts. I will then send out tailored daily briefings to each player. These briefings will only contain the information their specific intelligence networks would realistically know. The Static will occasionally scramble or delay these daily reports to keep them constantly paranoid.

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