

I Believe The World May Be Ending

by N

The Setting

Something terribly wrong is about to happen.

The Characters

How many of you are there? Divide the Specialities between you equally.

The Beginning

How long do you have left? Buy an equal number of stamps each. Each investigator has the address of (at most) two other investigators. Write letters of introduction to these colleagues. Include your investigator's current location (your choice). In one of these two letters, Raise a Question.

The Mystery

You may not realise it at first, but at least one of your Questions relates to a terrible conspiracy that threatens the entire world. Answering these Questions is the key to preventing catastrophe.

The Investigation

On any given day, you may choose to Investigate one of the Questions you have been sent. You may correspond freely (by post) with your fellow investigators. You may send Clues to each other. (Optional: You may send stamps to each other.)

The End

When you have no Questions left to Investigate, you may contact your colleagues. The Mystery is solved when an investigator receives a letter signed by all other investigators, confirming that all Questions have been answered. That investigator may then communicate the resolution of the Mystery.

If all investigators run out of stamps before this point, the world ends.

The Details

Speciality	Can interpret
Art and the Occult	Photographs, sketches
Linguistics and Cryptography	Riddles, codes
Politics	Newspaper clippings
Natural Philosophy	Physical evidence

Raising A Question

Check the News. If you are Raising a Question as the result of an investigation, your new Question should relate to that. Inform another investigator of your findings.

Checking the News

Look at the local news for your current location. Use it to inspire your actions. If you need further guidance, try reading only the third article.

Investigating a Question

Check the News. Look at the third article. Take the number of words in the article and subtract 100 until you're left with a number between 1 and 100. (Optional: Just roll a d100.)

(8/100) 1-8	Gain a Clue: You discover something interesting that brings you closer to Answering the Question. Make a note of what it is and how it helps.
(8/100) 9-16	Your investigation leads you to another location. Travel to the first location mentioned in the article.
(8/100) 17-24	Make a sketch or take a picture of something interesting that you see today. An investigator specialising in Art and the Occult must interpret it before it can be used as a Clue.
(8/100) 25-32	You find a clue in the form of a riddle, code or nonsensical writing. An investigator specialising in Linguistics and Cryptography must interpret it before it can be used as a Clue.

(8/100) 33-40	Cut an interesting article or sentence out of a newspaper. An investigator specialising in Politics must interpret it before it can be used as a Clue.
(8/100) 41-48	Find something small and interesting. A small pebble, a coin, anything that will fit in an envelope. An investigator specialising in Natural Philosophy must interpret it before it can be used as a Clue.
(2/100) 49-50	You learn the address of another investigator. You may send them your address and communicate with them directly from now on. (Optional: Introduce a new investigator this way.)
(10/100) 51-60	Your investigation Raises another Question.
(10/100) 61-70	You are delayed, detained, lost or otherwise cut off from the world. You must not send or read any letters for (d6) weeks. However, you may continue with your investigation as normal. (Optional: You may use one stamp per week to reduce this effect.)
(10/100) 71-80	Your investigation is interrupted or sabotaged by malevolent powers. Lose a stamp.
(20/100) 81-100	Your investigation concludes. If you gained at least 3 Clues during the investigation, you may use the Clues to Answer the Question. If not, the question was a red herring and had nothing to do with the Mystery. Raise another Question. (Keep your Clues for this Question.)

Travel

Inform another of your destination and the reasons for your journey.

(Optional: Automatic success if you physically travel there.)

Answering a Question

Inform another of your findings, connecting it to the Mystery by linking it to other answered Questions that you know of.

Death

If you run out of stamps, you are lost, dead or otherwise incapacitated. After (d6) weeks, your research is found. Take any notes you made, and all correspondence you received during this time, and forward it all, unopened, to a colleague, along with an explanatory note from the person who found it.