

# THE FIRST DOOR

KEEPER'S MYSTERY GUIDE



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**Complexity:** 2

**Location:** DIVISION BASE 0001 in ██████████

**Date:** September, Equinox

**Contact:** Angel Gorimel (they/them)

OMEN-CLASS MONSTERS, monstrous agent trainer VEX and new recruit MR. KNOCK have both gone missing. Our psychics have deciphered a distress signal from decommissioned DIVISION BASE 0001, where the First Door is secured under maximum security protocols. These security measures have been compromised, and are now ineffective against HARBINGER-CLASS monsters. Find VEX and MR. KNOCK. If either, or both, have succumbed to the Harbinger within them, you have direct orders to eliminate them. Find the DOOR OF POWER and contain it before the Harbinger claims ASCENSION.

**CONTENT WARNING:** *Body horror, cruel experimentation, cult behavior, evidence of mental illness from trauma.*

## Description

DIVISION has existed, in one form or another, for hundreds of years. The world has always existed on the very edge of apocalypse, the smallest light in an endless dark. For as long as there have been monsters, humanity has leashed them to secrecy and service, to hold back the Harbingers and their dreams of destruction.

DIVISION has had many names, faces, and countless incarnations. DIVISION has been destroyed and reborn across sacred rituals, secret societies, and top secret government agencies. Even when this incarnation of DIVISION ceases to exist, it will resurface in another place and time. As long as there is a world to protect and an apocalypse to hold back.



Vex is an Omen that has served DIVISION for a long time. Vex is the child of the kraken, and has led other Omens in unlocking and containing several ancient Doors of Power. After losing dozens of recruits to the Harbingers, Vex retired from active field duty and became a trainer. For decades, Vex worked with recruits to give them every possible edge, every hope for survival. The hunger of the apocalypse is endless, and the Harbingers are relentless. DIVISION continues to lose monstrous agents—many of them becoming Harbingers in the process—but Vex is determined to make each loss mean something. Anything.

A few weeks ago, DIVISION began the Ascension Project. A highly experimental process meant to strengthen Omen recruits to levels never before recorded. Rumors persist that DIVISION is extracting power from ancient Doors that remain in the organization's possession, and grafting the unstable and highly volatile power to the new recruits. There has been no proof that DIVISION is making use of such dangerous methods, but they have a reputation for pushing boundaries.

Bella is the star recruit of the program, undeniable evidence that the Ascension Project is viable. Before recruitment, Bella's power levels were measured to be 3000% lower than the minimum to be classified as an Omen. Bella was haunted by a monster under the bed as a child, the supernatural entity only known as Michael. Bella and Michael formed a strange and symbiotic relationship, and both volunteered to take part in the Ascension Project. As a result of the program, both Bella and Michael infused into one being, their powers growing exponentially. Together, they outclass most active monstrous agents of DIVISION. Their combined being is now known as Mr. Knock.

Three days ago, an altercation between Vex and Mr. Knock occurred. Several eyewitnesses and security footage show the two shouting at each other before the confrontation became physically violent. After tearing down several walls and destroying DIVISION property across five floors, Vex forcibly escorted Mr. Knock off the premises. When DIVISION personnel attempted to intervene, Vex used his full abilities as a kraken to escape. DIVISION was unable to reacquire the location of either Vex or Mr. Knock.

Today, a distress beacon was activated in DIVISION BASE 0001. The base was once the central headquarters of DIVISION—decommissioned decades ago. The distress beacon's psychic-monitors are outdated and barely functioning, but several of DIVISION's psychics confirm the data. The security protocols have been compromised. Vex and Mr. Knock are both in DIVISION BASE 0001.

The only thing you know about DIVISION BASE 0001 is this: the First Door is locked away deep within the maze of its corridors and failed experiments. Moving the ancient Door of Power was deemed far too dangerous, and instead maximum security lockdowns were enacted. With this breach in security, there is nothing left to hold back a Harbinger.

There are no records of what the First Door actually is. All digital information has been deleted, and no physical records remain. Any information about the First Door has been scrubbed from DIVISION's records.

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## Beginning the Mystery

The Omens have been flown directly to DIVISION BASE 0001. A prior apocalyptic threat compromised specific aspects of reality, and reaching the decommissioned base takes incredible resources. DIVISION makes use of approved portal activations, and finely tuned spell-tech machinery is required to make sure the agents do not overshoot the target.

The entrance to the base is massive, with huge doors made of layers of bespelled metal standing three stories high. The doors are torn wide open and a path of destruction leads into the abandoned headquarters.

Standing in the snow with their long white hair tied back in a ponytail is a DIVISION agent, Angel Gorimel. The angel throws a dying cigarette onto the concrete, crushing it under the heel of an expensive shoe.

*Ask each one to a different PC:*

- ✱ **You and Angel Gorimel were partners once.** Whenever anyone asks them how they fell from heaven, they offer a different story each time. Why did Angel Gorimel tell you the truth? Why won't you tell anyone else?
- ✱ **You were here at DIVISION BASE 0001 when an apocalyptic threat forced you all to abandon it.** Who did you leave behind? Why do you suspect they may still be alive?

## Contact: Angel Gorimel (*they/them*)

Long white hair, glasses, a tailored suit, an unnatural smile that holds an unlit cigarette. Angel Gorimel is an ageless creature whose folded wings are taller than most monsters. As soon as the Omens appear, Gorimel waves them in, both determination and fear clear on their face. They immediately contact DIVISION to inform them that the operation is underway.

If asked, Angel Gorimel tells the Omens what they know. But the abandoned base is dangerous, and the angel will only have so much time to speak before the Howlers appear.

- ✱ **Vex is a tough, but fair trainer who fiercely loves her recruits, and took every loss personally.** She could never accept the high mortality rates of DIVISION.
- ✱ **Vex believed the Ascension Project was unsafe,** but she had no actual proof.
- ✱ **Mr. Knock worked hard to succeed in every measurable way.** The recruit followed DIVISION's orders to the letter, and took every risk to prove their loyalty.
- ✱ **Gorimel doesn't believe Vex or Mr. Knock has turned into a Harbinger,** not willingly at least.
- ✱ **The angel leads the Omens through the twisted corridors, carefully avoiding rotting structures and entire sections that have fallen away to reveal the labyrinth of caves below.** The wind howls through sections of the base, and a permanent chill permeates everything.
- ✱ **The howling wind soon becomes twisted, and a single keening wail overwhelms the Omens.** Each Omen can feel the sound tear through them, leaving behind burning after images of caves, tunnels, and the horrifying creatures tearing each other apart in the depths.

Dozens of Howlers fall from the ceiling—several of them descend upon Angel Gorimel to tear them apart. If the Omens don't do anything, the angel will suffer severe—if not lethal—wounds.



## Howlers

**Drive:** To be free of the pain that tears them apart, and inflict that pain on others.

**As a group the Howlers have the following Conditions:**

- ☐ Raging    ☐ Sorrowful

**Moves:**

- ✱ Slash and rake with claw and teeth
- ✱ Envelop a victim and rewrite their flesh and bone
- ✱ In time come back from death, by decree of the First Door

**Description:** The Howlers are DIVISION personnel and agents who were abandoned years ago when DIVISION BASE 0001 was shut down. They possess tattered clothes, haunted flesh, and howling screams, with extra limbs and eyes and teeth.

The presence of the First Door has corrupted the Howlers over the decades, rewriting the reality that ties them to this plane of existence. This created indescribable and unending pain.

Howlers cannot be truly destroyed—they have already tried doing that to each other and themselves. Instead, after some time, the First Door will reform them in even more painful ways.

**Establishing Questions:**

- ✱ *You recognize one of the Howlers. Who were they?*
- ✱ *One of the Howlers wields a version of your powers of darkness. How did DIVISION acquire your power and why has it never been successfully grafted onto another being?*



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## People of Interest

### THE PROFESSOR *(she/her)*

**DIVISION** personnel, presumed dead. Wears goggles with dozens of colorful lenses that move on their own. Notes, reminders, and discoveries haphazardly tattooed onto her olive skin.



The Professor has somehow survived all these years, and even a casual inspection will show how the First Door has infected her. The Professor leaves behind brightly colored after images of herself in her wake, but each one looks slightly different because they come from different realities. She talks to herself and constantly writes down notes on her skin. Later, she'll tattoo these notes onto herself to make sure she won't forget anything important.

To cope with the years of solitude and perpetual threat to her life from the Howlers, the Professor has become obsessed with taking care of the experiments and prisoners held within the base.

**QUOTE:** *Did you see Abraham on the way in? I make it a point to change his water every three... I want to say days, but the concept of a day feels like such a novelty in here. I'd ask you to help, but I'm sure you're another figment of my imagination. I say, my imagination has gotten more creative. Abraham is your typical aquatic humanoid telepath but lately he's been so quiet, so reserved... well he might have died a few years ago, but what's death in this place? I've died a few times myself and I'm fine! Fine! Absolutely fine.*

### ABRAHIM AQUATICA *(he/they)*

**DIVISION** experiment, actually dead. Amphibious humanoid, bright cyan and fuchsia skin, flesh hangs off skeletal remains. Speaks in a hollow voice that echoes through the mind.



Abraham was discovered in one of the caves, an abandoned laboratory that already existed in the mountains long before DIVISION built their headquarters here. Abraham is kind and patient, and wears the obvious scars of one who has been poked and prodded by cruel scientists for decades.

Abraham died many years ago, but the First Door has kept him in a twisted state between life and death. They learned to accept this wretched existence, and are thankful for the opportunity to check in on the Professor. Abraham has been madly in love with the Professor for many years, but has never confessed his feelings.

**QUOTE:** *Visitors! Well, that can't be very safe, now can it. It's been many years since I've seen an Omen-Class monster, but I recognize that sheen of power about you all. I will do my best to assist you on your mission, but I dare ask, could you possibly rescue the Professor as well? She hasn't allowed herself to entertain the possibility of escape after countless attempts, not for the last decade at least.*

### MICHAEL, FORMERLY MR. KNOCK *(he/him)*

Former Omen, of the Ascension Project. A long and twisted shadow that can only exist along walls or across floors, glowing red eyes, contradicts light sources.



Michael is in a panicked state and is searching for Bella. The monster is in obvious distress, and is badly wounded from being forcibly separated from Bella. His memories are in tatters and he has difficulty communicating anything substantial or comprehending anything.

Michael can hear the First Door singing to him, teasing him, promising power and pain.

**QUOTE:** *Bella? Bella? Bella? The song, Bella, I can hear the song again, it's singing, the Door, it's singing please Bella it hurts please are you safe Bella please I need to protect you please Bella answer me Bella I'm sorry I'm so sorry I'm sorry Bella please.*

## Locations

### THE CAVES

The Caves have existed here before DIVISION came, and they will exist here long after. Howlers scream in the distance, and the wind here whispers in the language of faded memories. *What horrifying revelations do you see scrawled on the wall in an ancient language?*

### THE RESEARCH CENTER

While most of the facility is inaccessible or rotted away, the Professor has kept many experiments running at minimum capacity. *In the decaying remains of the labs, what do you find here that is linked to your destiny to become a Harbinger?*

### THE SHRINE

The Howlers have built a shrine to the First Door. It is made up of rust, rot, and skeletal remains. It is colossal and reaches up many stories and down below into the depths. *What do you find in the shrine that shocks you?*

### THE NERVE CENTER

Decades old equipment beeps and clicks under a thick layer of dust. Many files are in disarray—when personnel evacuated, they salvaged what little they could. *You find the last base-wide command flickering on an old screen. Why does it disturb you?*

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## Keys

In any **Mystery**, you are encouraged to link Keys to a PC's origin, What the Darkness Demands of them, their powers of darkness, or anything similar. You are also encouraged to link Keys to specific NPCs the players have interacted with.

In this **Mystery**—to help you quickly create evocative context—the Keys have been partially linked. **General Keys** evoke themes from the **Mystery**. Some are connected to specific persons of interest. The **Omen Keys** link to the PCs generated for this **Mystery**.

There's still a lot of room for interpretation and specificity, especially with the **Omen Keys**. Be creative and boldly declare haunting revelations and evocative details!

## GENERAL KEYS

- ✿ the remains of a **Howler**, sanctified and posed in a sacred position
- ✿ an old **pop song**, the lyrics changed to warn of the apocalypse
- ✿ the song of the **kraken**, captured in an old device
- ✿ evidence of **Bella's childhood**, recorded decades before she was born
- ✿ one of the **Professor's after-images**, but so close to being real
- ✿ a cruel **DIVISION** weapon, used to kill **Abraham**

## OMEN KEYS

- ✿ a detailed map of **constellations**, none exist in the sky above Earth
- ✿ precise instructions on how to **neutralize a specific PC**
- ✿ an aspect of **Death**, captured and categorized
- ✿ documentation of an **experiment**, the subject closely resembles one of the PCs

## Facets

- ✿ The Abandonment of **DIVISION** Base 0001
- ✿ The **Harbinger**
- ✿ The Door of Power

## Doomsday Clock (ticks: 2)

Because there are only two ticks on the **Doomsday Clock**, clearly communicate to your players that filling the **Doomsday Clock** will mean the **Harbinger** has claimed the power of the **Door**, and the PCs will face the worst possible circumstances.

You can use the **Doomsday Clock** by ticking it the first time naturally halfway through the allotted time you have for the session. Doing this will mean the players only have one chance to **UNLOCK DOOM'S DOOR**, since a miss will result in filling the **Doomsday Clock**.

It's recommended that you leave the last tick for the player's attempt to **UNLOCK DOOM'S DOOR**. However, if you're close to the end of the allotted time for the session, you can warn the players they're running out of time. If they don't **UNLOCK DOOM'S DOOR** soon, the **Doomsday Clock** will fill, triggering the worst-case scenario.

## EVENT

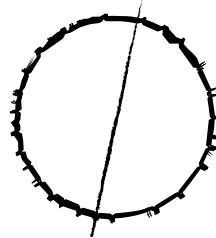
The **Caves erupt into high-pitched screams and howls**. Howlers pour through, hundreds of them screeching as they carve a path of chaos.

- ✿ The **Howlers** scream the name of a **PC**, what are they begging them to do?

## THE DOOR OPENS

The **First Door** exerts its will and floods the base with **pain, blood, and power**. The **Harbinger** has unlocked the door of ancient power.

- ✿ The base engages one last security measure—how does it threaten the PCs?
- ✿ What power or wisdom does the **Harbinger** take from beyond the door?



## LOOKING FOR PREGENS?

A team of four pregenerated Omens for use with *The First Door* are available as a separate PDF!

