



## TERMINUS INTERACTIVE

### INTRODUCTION

Welcome to the roleplaying game of Gnosis. Gnosis takes place in a modern but alternate earth setting where disturbing events happen. In Gnosis, you roleplay as either a member of TOBI or VOID, as you seek to fulfill your goals: this is by taking on jobs, closing anchor spots and dealing with sudden and creeping societal changes.

Gnosis is a love-letter to STALKER, Clive Barker's Jericho and the World of Darkness games with an interesting morality, storytelling and social deduction element baked in.

The framework that is provided will allow for telling stories and can help with narration guide: it's encouraged to create your own cards and other effects that can supplement your gameplay. Deep in its core, the game's primary mechanic is karma. While this isn't a fight against light or dark, it's a fight towards protecting humanity and the sudden emergence of the unknown. Neither TOBI or VOID represents strictly light or dark; but the entire team composition, or even one team member can act as an agent of the other.

## Gnosis Bomb



As such, the game can even be run solo, it's by running the game executable, which will be provided for \*free.

The player characters are created and slotted into either team, the The Architect arranges their own set obstacles, story leads, props, set the rate of item drops and can choose to offset the initial karma either team has. A goal for the player characters is to uncover, if what is happening is good... or if there's something more? Good doesn't always mean good, and bad actions aren't strictly evil aligned. Character's abilities and the roll of the dice are what modified how likely or unlikely an action or event can occur.

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## A Distant Future...

The wight invasion couldn't be stopped, the anchors that tethered to the material world latched on and gripped the Earth. The Darkwave had corrupted the night— strengthening its anchors. This event, dubbed the Darkwave, caused a mass exodus to cities followed by deaths in areas that couldn't adapt. People had assumed it was another variant however, insanity had never been a symptom.

Prior to the Darkwave, it's precursor had been dubbed the Arcane Hotspots or Fractal Tears as the Terminus called it. As they grew more regions around the world have been pushed back. Many have fled to cities and others just kept to the logic of never leaving their home at night.

The headline tantalizing the news cycles had been – “Government Abducting Private Citizens At Night” to “Serial Killer Cabal Threatens The Free World”. A little after the first incidents only a select few knew what had happened and the interlopers that tried to help them— had gotten killed by TOBI – both indirectly and directly.

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This new malevolent force broke apart religions—  
New Faith, in light, yet still absent in entirety.

The Walled City of Louisville (Nu Ville) lays weightage to a monument of the past life of the world. It's stone walls and lights strategically placed keep the Wights effectively out of the city and at bay. The City was approached by another organization. The Terminus. They've enacted protection for the city in return for some of Earth's knowledge and a better base rather than coying going to and from a shop.

TOBI (Transdimensional and Occultism Bureau of Investigation) begrudgingly accepts help from the Terminus in light of such events making the Walled City their de facto HQ in secret. It's an United Nations division that's led by USFOCD (US Federal Occult & Cryptid Division). The angels and demons are entities that TOBI employs— using them for pact-making before the Darkwave and now even the forces of good can be used in delightfully wicked ways.

## Gnosis Bomb



The only way to travel safely is by plane, boat and train— people still use their vehicle to venture outside or travel by lighted caravan to neighboring places, counties and states.

The Belle of Louisville, a steamboat now converted into a hauler and transporter up and down the Ohio River. It's prized shipment being various kinds of bourbon to deliver to other ports alongside the Ohio river.

The Internet remains the singular best source for information due to restricted travels. People who do venture outside using non-traditional methods are advised to use SATCOM when within' a specific distance since cell towers can't be maintained in areas outside of cities limits (and many towns).

*In the night*, deers are always found with reflective golden or green paint on their antlers to show the way— the bones of old animals coated with such paint to create markers in the night.

The Lower half of Louisville is walled off. This is the Louisville Loop section: the Ohio River Valley, Limestone Belt, Floyds Fork, The Knobs and Shale lowlands. To the South and East, lie auxiliary points Rivet County and Fort Knox.

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In Gnosis Bomb, one team is trying to stop the wights from appearing more than the norm while the other is more focused on using them in the lieu of terrorism. Or, try to harvest them in the more remote areas.

## Gnosis Bomb



*IT was the beginning of the End, and it had come quietly.*

What had been received was another possible covid situation—or at least, that was what it had been speculated as—evidence of foul-play wasn't there. The footage found showing the situation showed the teens suddenly stopping. One began choking on dryland and the other began running, hitting things and then stopping until the same thing had happened to him. The biggest mystery had been why and why had their bodies decomposed at such an alarming rate, the flesh melting from their bones. They'd all been breathing the air.

The recovered video was what clued them in and it was the reason why they were wearing masks yet again— their masks were connected to an oxygen tank after someone had succumbed to a type of hysteria. They were able to deduct an unknown gas signature that was emitted from a mushroom that had grown from the remains of what was once a person.

The derelict warehouse which should have been condemned so long ago was effectively quarantined off and the rest of it had been meticulously checked over yesterday.

“Is it another ‘rona?” A younger white hazard-suited individual asked his older college.

“I'm not sure— as far as the evidence goes, no— it's acting too fast and the systems aren't the same.”

## Gnosis Bomb



The Scientist had been in Louisville for a job offer. Two. One was in the private sector and another was more public— at the renowned research university. He had taken a sabbatical and rode out the initial and recovering stages of the pandemic with ease. Before now, he was trying to see which of the two offers had been right for him.

The private sector had offered him: opportunities, prestige and the promise of continued funding. But now, he doesn't need to think about it. He was in what seemed to be ground zero for a type of hysteria-causing and rapid decomposition issue. It intrigued him.

No sooner than a week after a facility had been built around the site. They set up a dedicated lab in a larger-than-usual shipping container; it had been waxed and polished to not release or take in any contaminants.

*"I'm writing to note that the issue appears to have grown. Rupture Site Delta has appeared to have gotten stronger in presence. The breach is so small— viewable, it appears to be the equivalent length and diameter of a human egg. However, it has grown any larger than that in weeks.*

*The fields that thrum around it feels thicker when stepped in. I'm not sure if containment is possible. It's odd, It's not a black hole but it does warp light.*

*There is this constant growing dread that I feel when I get closer and stay nearer. I've advised the team to watch from a distance. Another is monitoring my bioinformation."*



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## The Scientist

The first death hadn't come from the Terminus, but other Earth-world agencies. The rumors were then— people mysteriously dying, going ill or disappearing near old, decrypt areas. A cruel reality: The Void Agency (Terminus) had deemed no reason to interfere due to constant thwarts by TOBI. These research sites become abandoned and dubbed as haunted— watched, for the next unsuspecting soul to venture in.

The Scientist reported a migraine a week after exposure. There had been an elevated heart-rate that would often dip low. Vitals showed no radiation of any regards. Not even a month after exposure. It was this un-urgency that had doomed them. After the month... when he grew sluggish.

Tragedy struck.

As he was talking with someone a loud snapping sound could be heard and in that instance his biomonitors found nothing, as he was found dead. His body had been snapped twice in an off position and deep variations of thin and thick scratches showed on his body.

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Despite what any had known, it had been the first confirmed casualty due to the Darkwave and soon many had followed.

## HOW TO PLAY | [QUICK START GUIDE](#)

Create two teams, set the scenario and primer cards. When a game round ends, the players will discard the old primer and scenario; and will set new ones in.

The two teams need to try their best to avoid direct confrontation with one another. Individual members from both teams, however, may encounter one another during the course of the game.

These chance meetings can lead to exciting and unpredictable situations, as characters may choose to cooperate, deceive, or even betray one another. The angel and demon cards drawn will influence gameplay.

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To encourage this dynamic, the Architect can design scenarios and challenges that require the players to venture into common areas or engage in similar tasks. This increases the likelihood of individual encounters and creates a sense of uncertainty as players navigate the world, unsure of when they might cross paths with a member of the opposing team.

When designing encounters, the Architect should consider the motivations, goals, and relationships of the characters involved, as well as the potential consequences of their actions.

The two teams are:

- Void Agents
- TOBI Agents

To visually represent the team and their members; polygons are used, a five-sided polygon such as a pentagon represents a team with five members. Each vertex of the polygon represents an individual member.

When a member splits from the group (but is still apart of the team) to pursue their own goal, they are represented as a small circle. At the same time, the original polygon will be replaced with one

## Gnosis Bomb



with less side reflection. So, it will become a diamond.

- Single member: ○
- Duo: ⊖
- Trio: △
- Four members: ◇
- Full team (five members): ⬠

⊖ represents a unique situation where one member from each team, are at the same location or point on the map.

Do not worry about the concept of who is good or bad. This will be determined through gameplay and influenced by both the players, cards and architect in tandem.

Actions done will net or remove karmic points—once a specific karmic point total is reached a team can advance karmic tiers to affect the type and success of choices.



## CREATING A CHARACTER

A few rules apply to creating characters:

- Void Agents, they can be from any point in time— be a human from Ancient Greece, a human from another planet, a different dimension or even a janitor from the Terminus who was a human from New York.
- Only Void Agents can use arcane abilities, and may access psionic abilities.
- TOBI Agents can be from any place on EARTH and depending on a toss, can have a pact or not.
- Pacts can hold wights from an area for a specific amount of time.
- If an entity that a pact holder had experiences an extreme amount of duress— so will the pact holder.
- TOBI Agents can only use psionic abilities.
- While both agent types are capable of using Arcane abilities. TOBI Agents must have a pact beforehand and Void Agents' must be an Arcanist class type.

# Gnosis Bomb



## WORLD RULES

A few rules before venturing:

- The safeness of performing some actions can depend on the time of day.
- Places are less guarded at night (except near light generators) but can be more dangerous if dimly light or not at all.
- Wights can affect the decay of dead creatures– this includes spoilage of organic matter.
- Staying in teams is recommended, forming micro-teams is encouraged. Defections are possible.
- Completing quests for people around Louisville and her holdings can be the fastest way to earn more money. Unfortunately, the most common things are missing persons reports.
- Few can naturally see a wight's entire being, some can just see a visage of them and many can't see them at all.
- People viciously protect their property and other stuff– others are not above committing banditry on the outside.
- If you kill someone, do it quickly, the more prolonged the suffering– the more wights will be attracted to the general area.

## Gnosis Bomb



- Psions can almost always nullify an Arcanists' arcane if they are able to detect an Arcanists' casting shift in time.
- While deep and dark places are extremely dangerous— they hold untold treasures because of this.
- Some denizens of Louisville might even tell a local Architect of a valuable stash to secure.
- Shooting a flare up will deploy an Emergency Rescue Service—however, it's costly and the more you call. The less chance it can have of appearing.
- Be aware of abominations and arcane backslash.