Garfield Horroscopes

Gauntlet Made By Lokilo85, original work by Lumpy Touch

There are infinite universes out there, but you already knew that by experience. What you might have not known is that there is one omniversal constant: Each universe, including every universe that you have jumped to, will jump to, and even your home universe, they all have a Jon and a Garfield.

Their destinies are connected. Jons and Garfields come in a variety of shapes and sizes. An oddly high percentage of Garfields are bizarre monsters, these are referred to as “Gorefields” for identification sake.

In this gauntlet, you will become the JON of this universe.
You’re from one of the Zodiac Universes, and you are currently being hunted by the Gorefield corresponding to your Zodiac Sign.

This is a gauntlet so you will be limited to your body mod. If you want to survive, pay close attention to the following information, as you only start with **0 LP (Lasagna Points)**.

Location

Earth
The planet that gave birth to humans and is slightly less of an omniversal constant than Garfields & Jons themselves. You will start at your home if we are going to be more specific, but other than that you know what to expect. Only difference is the existence of your gorefield, which will be hinted at by folklore and ancient history. Maybe brushing off on history in this world will help you?

Origin

Jon (Mandatory)
You are Jon, that is not up to debate. Fortunately that is no different than any other person, Jons can be as varied as their Garfield counterparts. You are mostly a mundane human, with the only difference being that your fate is connected to that of your respective Gorefield.
Optionally, you may assume the life of a more traditional cartoonist Jon, and take an appearance more inline with the default Jon and have it as an alt-form post jump. Or you may simply take on a life very

similar to the one you had before your chain started. Your name however will still be Jon, or a variation of it anyway.
As Jons also come in many shapes and sizes, you can freely decide your gender.

Winning Conditions

There are three ways you may win this gauntlet, no matter how your rewards will still be the same, so you may pick whatever path is more convenient.

1) Kill'em

Should you take the life out of your Gorefield, you will win. The most simple of solutions, but do keep in mind that some Gorefields will mostly likely be hard to kill with just your body mod.

2) Beat them in a challenge/game

Each Gorefield can be challenged to a game of their choice, they will only accept very specific challenges and depending on which Gorefield, they are unlikely to play fair.

3) Feed them a secret Lasagna

Hidden in your world is a secret lasagna recipe, if your Gorefield eats it they will surrender and you will win this gauntlet. You can check for clues in ancient temples related to your Gorefield and dig up lore, the egyptian always did have a connection in felines... Keep

your eye out for cryptic messages. You can even spy on your Gorefield to observe their tastes.

4) Survive for ten years

It's very unlikely, but theoretically you could hide or make a truce with your Gorefield. Good luck with that.

Gorefields

There are a total of 13 12 different Zodiac Gorefields, fortunately you only have to deal with a single one. You can't choose, you will face the gorefield corresponding to the day you were born in the life you had before starting your chain. Each Gorefield will drop additional special loot unique to them, adapted to Jumpchain.

Cuspfield (Special) [Ball-Sized]

Were you born on the cusp of two signs? Does that mean you will have to fight two tremendously powerful Gorefields? WRONG! Your other horoscope beast will be a CUSPFIELD:

Power: Nuisance

Cuspfields are invisible and inaudible to everyone except Jon. They are immortal until the main Zodiac monster is killed.

Zodiac Power Rank: N/A

Stats:

Attack: 1/5

Speed: 1/5

Vitality: 1/5

Defense: 1/5

Intelligence: 1/5

Wisdom: 1/5

Charisma: 1/5

Hunger: 1/5

Special Victory Loot:

Upon death, a cuspfield will explode into approximately 200 pounds of high quality frozen lasagna. Additionally, should you win this gauntlet, you have the option to keep a less annoying version of Cuspfield as a pet. Either the Cuspfield equivalent of your defeated Gorefield, or the one of your cusp sign.

Cuspfield Variants Corresponding to their respective sign

Arles Gorefield, The Volatile. [Torso-Sized]
A fighter unwilling to accept his destiny.

An angel that has fallen from grace and been banished to the land of the subconscious. Having been stripped of 8 of his 9 lives, he consumes the dreams of the living in order to survive. Has become addicted to the taste of Jon's dreams.

"Hahahahahaaa! You did it. You found me."

Places to avoid: Cellar (Gorefield dwells here)

Your Sanctuary: Deprivation Tank (you're safe here)

Lucky Item: Lighter (Will protect you against your Gorefield)

Your Lasagna: Pisces (people you like. Attracts your gorefield)

Your Monday: Libra (People you dislike. Repels your gorefield)

Scent meter: Around 30% (Gorefield has not found you yet)

Zodiac Power Rank: 7/13

THE DREAM

I keep having the same dream.

There's a large rock on my chest.

It's so heavy, I can barely breathe.

It takes all my strength just to keep the rock from crushing me.

I wake up in a sweat.

I think the dream is getting longer.

I AM INFINITE, JON.

Power: Paralysis

The closer that Jon is to Aries Gorefield, the sleepier Jon gets. When Jons falls asleep, Aries Gorefield can enter their dreams and manipulate them. In the dream world, Aries Gorefiend's stats are doubled. Aries Gorefield devours dreams, slowly stealing the lifeforce of the dreamer.

Stats:

Attack: 2/5

Speed: 2/5

Vitality: 1/5

Defense: 1/5

Intelligence: 2/5

Wisdom: 3/5

Charisma: 1/5

Hunger: 1/5

Special Victory Loot: Dreamcatcher

Hung above your bed. Catches only the most relaxing dreams. It doubles the rate you recover mentally, spiritually and physically and boosts by a magnitude without diminishing returns any other perks/items with a similar effect. When you go to sleep, only those you allow can enter your mind, and it even diminish drawbacks that give you nightmares or mental anguish, insanity and the likes by 33% while you sleep.

Taurus Gorefield, The Unyielding [Galaxy-Sized]
A powerful force gaining velocity.

A primordial elder god that emerged from the dark side of the cosmos. Its incredible hunger for knowledge draws in the secrets of the universe like a magnet. The more it learns, the more its form grows and radiates brilliance.

"I been traveling as long as I can remember. Still, I rarely meet anyone like you."

Places to avoid: Alleyways (Gorefield dwells here)

Your Sanctuary: Crowds (you're safe here)

Lucky Item: Ketchup (Will protect you against your Gorefield)

Your Lasagna: Cancer (people you like. Attracts your gorefield)

Your Monday: Pisces (People you dislike. Repels your gorefield)

Scent meter: Around 5% (Gorefield is not aware you exist)

Zodiac Power Rank: 2/13

SOMETHING

I know I'm forgetting something...

What was it? I remember I needed it.

I've got my keys, I've got my wallet...

I locked the door behind me, right?

Hm...

I must be getting worried about nothing.

It can't have been that important.

DO YOU SEEK TRUTH, JON?

Power: Exchange

Taurus gorefield has a wealth of knowledge that they are willing to trade to Jon. However, they require knowledge in return. this knowledge is permanently removed from Jon and cannot be relearned. Beware... Taurus Gorefield drives a hard bargain.

Stats:

Attack: 5/5

Speed: 3/5

Vitality: 5/5

Defense: 4/5

Intelligence: 4/5

Wisdom: 5/5

Charisma: 3/5

Hunger: 1/5

Special Victory Loot: Bookmark.

(Reusable) Place in a book to be able to instantly recall anything inside of it. After three days, the book is 'memorized' and you will know its information beyond drawbacks. Unfortunately it doesn't seem to work with books that you, and anyone related to your chain, write or books that were made for you. You can use this on magic tomes and the likes, but you can only cast a single spell if you don't have the perks/powers/fiat that would be necessary to use that magic. And you burn through the knowledge that was bookmarked and the book burns. The final caveat is that this magic takes from your own stamina reserves, casting something like fireball will make the average person feel almost exhausted, while casting wish is most likely impossible in your bodymod.

Gemini Gorefield, The Dynamic [Person-Sized]
A secret power lurks within.

In this dimension, Garfield merged with his brother Raoul in the womb. Their joining resulted in a third consciousness with unique abilities. as their individuality has been lost, they desire to seal the identities of others.

"You're curious about your place in the universe, aren't you?"

Places to avoid: Theatre (Gorefield dwells here)

Your Sanctuary: Rooms with mirrors (you're safe here)

Lucky Item: Glasses (Will protect you against your Gorefield)

Your Lasagna: Leo (people you like. Attracts your gorefield)

Your Monday: Virgo(People you dislike. Repels your gorefield)

Scent meter: Around 80% (Gorefield is nearby)

Zodiac Power Rank: 9/13

THE SMILE

“I've been having a rough week.

sometimes it feels hard to keep my head above water, you know?

So when I get home, I head up to my room, sit down, and take a deep breath.

Outside my window there's a face. It smiles at me.

I smile back. It's nice to have someone that cares.”

WHAT'S WRONG, JON? SEEING DOUBLE?

Power: Doppelganger

Gemini Gorefield is able to transform into a perfect duplicate of Jon. The duplicate assumes Jon's stats, but amplified. The duplicate's true nature is only revealed in reflective surfaces. Gemini Gorefiend's goal is to replace Jon, isolate them, and drive them mad.

Stats:

Attack: 1/5

Speed: 3/5

Vitality: 1/5

Defense: 1/5

Intelligence: 3/5

Wisdom: 2/5

Charisma: 5/5

Hunger: 3/5

Special Victory Loot: Clone

Once a day you are able to generate a helpful clone of yourself that lives one day. Knows everything you do and will do anything you ask. They have copies of all your perks/powers and are just as competent/skilled as you are using them, they also carry over any charge you have with them. As a bonus, any clone of yourself you make, with either science or magic, will be just as loyal. And when any clone expires, you can opt for them to become part of you. This won't make you have double your power or anything like that, but you do carry over charge if your clone spends their time charging up some ability. You of course also gain their memories perfectly and with no issue.

Cancer Gorefield, The Abyssal [Car-Sized]
Dwells quietly in the deep.

A small undiscovered island in the pacific contains a variety of new species, including giant feline crustaceans. These ancient beings possess psionic abilities and prey on sailors in the area. Cancer Gorefield has left the island to search for Jon.

"You're very special, I can tell. I think it was our destiny to meet."

Places to avoid: The Beach (Gorefield dwells here)

Your Sanctuary: Living Room (you're safe here)

Lucky Item: Key (Will protect you against your Gorefield)

Your Lasagna: Taurus (people you like. Attracts your gorefield)

Your Monday: Sagittarius (People you dislike. Repels your gorefield)

Scent meter: Around 50% (Gorefield knows where you are)

Zodiac Power Rank: 11/13

NEW RECORD

I've been getting really good at holding my breath. It's crazy!

It used to be one minute. Then I managed two.

Then I did three. Four. Five.

Now it's like I don't even need to breathe at all!

Going for a new record today. Wish me luck!

WE LIVE IN A DREAM, JON.

Power: Hubris

Cancer gorefield makes Jon much more skillful than they actually are. Jon is tricked into thinking they are incredibly talented. At any given moment, Gorefield can remove the buff, making Jon revert back to their default skill level. Jon's overconfidence is their downfall.

Stats:

Attack: 2/5

Speed: 1/5

Vitality: 3/5

Defense: 5/5

Intelligence: 1/5

Wisdom: 2/5

Charisma: 2/5

Hunger: 2/5

Special Victory Loot: Golden Claw

Pocket-sized. Reeks of fish. Carrying this item lets you be the 'master' of a different skill/perk every day, boosting your skill with its usage to the point that is effectively at least twice as effective as before. The skill/perk is randomized, but you know what it is. You can summon this item even in gauntlets or anything else that makes you stuck in your bodymod, but this item only provides 'skill' and not power, but at least you have the fiat backing for it to be something at minimum mildly useful in whatever context you summon it for.

Leo Gorefield, The Sublime [Door-Sized]
Charismatic ruler of the void.

A statute brought to life by its dying sculptor. Has become the guardian entity of the underworld. Years later, it's shocked to learn that Jon is identical in appearance to its creator, and seeks them out to test their valor.

"You felt it, haven't you? Someone watching you."

Places to avoid: Gravewards (Gorefield dwells here)

Your Sanctuary: Churches/Temples (you're safe here)

Lucky Item: Ring (Will protect you against your Gorefield)

Your Lasagna: Gemini (people you like. Attracts your gorefield)

Your Monday: Taurus (People you dislike. Repels your gorefield)

Scent meter: Around 50% (Gorefield is getting closer)

Zodiac Power Rank: 8/13

MISUNDERSTANDING

My friends have been getting mad at me for things I'm not even doing! I'm a nice person. I wouldn't do a prank like that. People could get hurt!

Whoa, I didn't type all of this! I swear! ...I think? It did come from my account... Something really strange is going on.

THIS IS SACRED GROUND, JON.

Power: Necromancy

Leo Gorefield summons an undead rival to hunt Jon. This rival is randomly selected from the nearest graveyard, and is able to use all the skills the rival had while alive. They actively work to ruin Jon's life, and sometimes attack violently. If the rival is defeated, a new rival is summoned.

Stats:

Attack: 3/5

Speed: 3/5

Vitality: 3/5

Defense: 3/5

Intelligence: 2/5

Wisdom: 3/5

Charisma: 4/5

Hunger: 1/5

Special Victory Loot: Necroworm

This parasite burrows into someone dead and instantly revives them into a healthy state. However, they are technically undead, and slowly decay. Can act as a 1-up even in a gauntlet (you would be on the clock to finish the gauntlet before rotting), and when not limited by drawbacks/gauntlets, you can use this to get the body of someone you have met in your chain and restore their soul by other third party means.

Virgo Gorefield, The Phantasm [Truck-Sized]
Born from a world of Illusions.

After falling in love with a cat from the wrong neighborhood, Virgo Gorefield was beheaded without knowing true love. Has returned as a vengeful spirit, feeding on the passion of others. Has decided to catfish Jon just for fun.

"If you felt it's presence, well, it's likely he's felt yours too."

Places to avoid: Forests (Gorefield dwells here)

Your Sanctuary: Sewers (you're safe here)

Lucky Item: Camera (Will protect you against your Gorefield)

Your Lasagna: Capricorn (people you like. Attracts your gorefield)

Your Monday: Leo (People you dislike. Repels your gorefield)

Scent meter: Around 20% (Gorefield knows you are out there)

Zodiac Power Rank: 6/13

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SKIN

What do I feel like wearing today?

Different clothes almost make me feel like I'm wearing the skin of a different person.

Let's see, who am I going to be today? Hmmmm...

I could let the world know how I'm feeling, really wear my heart on my sleeve.

Or maybe... I don't have to be anyone at all.

YOU CAN ALMOST TASTE HER, JON.

Power: Succubus/Incubus
Virgo Gorefield's tongue is able to take the form of someone extremely attractive to Jon (the rest of Virgo's body is hidden and intangible). The only tell, is that this person is ALWAYS taller than Jon. If Jon ever tells Virgo Gorefield they love them, they are instantly eaten alive.

Stats:

Attack: 2/5

Speed: 2/5

Vitality: 2/5

Defense: 1/5

Intelligence: 3/5

Wisdom: 2/5

Charisma: 5/5

Hunger: 5/5

Special Victory Loot: Pheromone Spray

Using this perfume gives you a giant charisma boost. Using a large amount allows you to become invisible and intangible for a short duration. Sounds like the typical questionable “charisma boost” you see a dime a dozen huh? So how about more? Besides being able to summon this item even when restricted, you may permanently sacrifice this item to fuse your bodymod with any charisma/beauty perk of your choice. But fair warning: NOTHING you can do will change your new true form, and everything in moderation, you wouldn’t want others to only see the pretty picture and see nothing of your actual self, right? You will be able to tell. Beauty is just skin deep, you should know that if you got your hands in this item in the first place.

Libra Gorefield, The Paragon [House-Sized]
Has a bold vision of an ideal future.

A machine said to have been the magnum opus of a genius renaissance inventor. It was meant to guide us towards an ideal future. However, it no longer believes humanity is capable of enlightenment, and is better suited to mediocrity.

"Yall are two peas in a pod. Your paths are destined to cross."

Places to avoid: Museum (Gorefield dwells here)

Your Sanctuary: Courtroom (you're safe here)

Lucky Item: Journal (Will protect you against your Gorefield)

Your Lasagna: Sagittarius (people you like. Attracts your gorefield)

Your Monday: Aries (People you dislike. Repels your gorefield)

Scent meter: Around 50% (Gorefield is in the area)

Zodiac Power Rank: 5/13

PERFECTION

Finally finished.

I've done everything I could, I tried my absolute best.

Maybe now... I can put all this behind me.

...No. It could be better.

If I just push a little harder, it'll be perfect.

PREPARE FOR YOUR JUDGMENT, JON.

Power: JUDGEMENT

Libra Gorefield desires a future where everything is perfectly balanced. Libra gorefield holds a trial for Jon at regular intervals. It requires Jon to have a net karma of zero. If Jon does too many good or bad things, they are punished. Jon can present arguments and evidence at their trial.

Stats:

Attack: 3/5

Speed: 3/5

Vitality: 3/5

Defense: 3/5

Intelligence: 3/5

Wisdom: 3/5

Charisma: 3/5

Hunger: 3/5

Special Victory Loot: Scales of Virtue

If your karma is positive, your stats are doubled. If your karma is negative, your stats weaken but you can read minds beyond any resistance or protection. Can't breathe while neutral. You can also metaphorically weigh in perks/items before you buy them, in which case these scales will present the benefits and downsides of both choices that would be most relevant to you, giving you insightful uses for the item/power/perk before you actually buy it.

Scorpio Gorefield, The Warden [Couch-Sized]
Gatekeeper of life, envoy of death.

A secret government gene-splicing experiment created this terrifying chimera crossbreed. It killed everyone in the facility by flooding their minds with images of death. After escaping, it seeks out the 'Jon' from its prophetic visions.

"I'm not sure what he wants with you. What he'll do with you."

Places to avoid: Basement (Gorefield dwells here)

Your Sanctuary: Upstairs (you're safe here)

Lucky Item: Pen (Will protect you against your Gorefield)

Your Lasagna: Aquarius (people you like. Attracts your gorefield)

Your Monday: Capricorn (People you dislike. Repels your gorefield)

Scent meter: Around 80% (Gorefield is somewhere below you)

Zodiac Power Rank: 10/13

BURIED

Do you know what would be really scary?

Being buried alive.

Trapped in complete darkness.

No room to move, hard to breathe.

Earth pressing in on you from all sides...

...How many people are buried alive each year?

What are the odds of it happening to me?

NO ONE WILL REMEMBER YOU, JON.

Power: DOOM

Scorpio Gorefield causes Jon to be flooded with visions of their own death. The vision that repeats the most becomes Jon's destiny. Jon can only escape this destiny by avoiding where that vision takes place. Scorpio Gorefield only emerges on days where Jon's destiny changes.

Stats:

Attack: 3/5

Speed: 3/5

Vitality: 2/5

Defense: 4/5

Intelligence: 3/5

Wisdom: 3/5

Charisma: 1/5

Hunger: 2/5

Special Victory Loot: Revival Sack

You gain an extra organ in your body. If you were to die suddenly, you will restart the day with the knowledge of how you died. This organ restores itself once every jump/gauntlet, like the other items it can be carried to your body mod, should you die in a gauntlet you will restart it after losing the heart.

Sagittarius Gorefield, The Gambler [Horse-Sized]
Seeks to change destiny, no matter the cost.

A whimsical mystical beast brought to life by a child's wish. It thinks Jon was that child. It's addicted to the thrills of gambling, and in particular loves playing games of chance with Jon's life.

"All I really know is that he's hungry. Hungrier than anything I ever seen."

Places to avoid: Open Fields (Gorefield dwells here)

Your Sanctuary: Windowless Basements (you're safe here)

Lucky Item: Dice (Will protect you against your Gorefield)

Your Lasagna: Libra (people you like. Attracts your gorefield)

Your Monday: Cancer (People you dislike. Repels your gorefield)

Scent meter: Around 50% (Gorefield knows where you live)

Zodiac Power Rank: 12/13

LUCK

This always happens to me.

Just when things are going my way, life finds a way to screw me over.

Some people have all the luck, they coast through life without a care in the world.

They should try a mile in my shoes.

Wouldn't last a day. No one has it as bad as me.

THE ANGELS ARE SINGING, JON.

Power: FORTUNE

Sagittarius Gorefield fires special arrows that manipulate the fate of what they hit, making them EXTREMELY lucky or unlucky. Sagittarius Gorefield does his best to help Jon, but unfortunately can't predict the effects of his arrows. Loves to play games of chance with Jon while they're unlucky.

Stats:

Attack: 4/5

Speed: 4/5

Vitality: 1/5

Defense: 1/5

Intelligence: 1/5

Wisdom: 3/5

Charisma: 4/5

Hunger: 1/5

Special Victory Loot: Jackpot

30 silver coins. These coins can be used to FIAT back any item or call upon any service. However, one of these coins is cursed and causes the others to either disappear, or for all your items to be lost but you get all silver coins again if you chose the latter option. Yes, you can use these coins on any gacha supplement, it's only appropriate.

Capricorn Gorefield, The Herald [Shark-Sized]
Reaches out from the darkness.

A cult attempting to communicate with beings from the beyond made contact with this entity. It has seeped into our reality, spreading its messages of violence and misery. It serves a dark and mysterious master.

"Avoid him. Confront him. It can end a thousand different ways."

Places to avoid: Malls (Gorefield dwells here)

Your Sanctuary: Caves (you're safe here)

Lucky Item: Radio (Will protect you against your Gorefield)

Your Lasagna: Virgo (people you like. Attracts your gorefield)

Your Monday: Scorpio (People you dislike. Repels your gorefield)

Scent meter...: 100% RUN!

Zodiac Power Rank: 4/13

SIGNAL

"You're out there aren't you?"

"Answer me!"

"No more! Please! Just leave me alone!"

I AM THE LIGHT OF THE ABYSS, JON.

...Anyway.

Power: WHITE NOISE

Capricorn Gorefield communicates with Jon through television and radio signals. It bombards Jon with videos and images of disturbing content. These contain subliminal messages which cause Jon to become more self-destructive. Eventually, Jon's perception of reality becomes completely warped.

Stats:

Attack: 3/5

Speed: 4/5

Vitality: 2/5

Defense: 1/5

Intelligence: 3/5

Wisdom: 4/5

Charisma: 3/5

Hunger: 4/5

Special Victory Loot: Handheld Device

You can call anyone with your hand by saying their name. Once a day, you can call someone in the past by specifying a name and a date. This item has been upgraded to allow you to also call someone you have met in a previous jump, you can call an individual from a past jump anywhere between the start of the universe to ten seconds after you have left the jump. No, this does not retroactively change your timeline.

Aquarius Gorefield, The Devotee [Cat-Sized]
A devious being that lives vicariously through others.

An odd creature from the deep sea, that has been twisted and transformed by a magic jar. Has roamed the world for centuries in search of companionship. After Jon accidentally saves him, he decides to be Jon's bestest best friend.

"I can't protect you, but... I can guide you."

Places to avoid: Crawlspaces (Gorefield dwells here)

Your Sanctuary: Airplanes (you're safe here)

Lucky Item: Phone (Will protect you against your Gorefield)

Your Lasagna: Scorpio (people you like. Attracts your gorefield)

Your Monday: Gemini (People you dislike. Repels your gorefield)

Scent meter: Around 80% (Gorefield is watching you)

Zodiac Power Rank: 13/13

THE DEAL

Oooooohhh... My head is throbbing.

I really feel out of it. Exhausted.

Can't think straight.

This is what I get for making that deal.

But hey, if he keeps his end of the bargain, It'll be worth it.

What does he need the blood for though?

I'M GONNA HELP YOU OUT, JON!

Power: SNEAK

Aquarius Gorefield can easily avoid detection, and only talks to Jon. Aquarius Gorefield is obsessed with being Jon's best friend, and stalks them throughout the day. In exchange for offerings of blood, will follow Jon's commands. Otherwise, tends to 'accidentally' make Jon's life miserable.

Stats:

Attack: 1/5

Speed: 4/5

Vitality: 1/5

Defense: 1/5

Intelligence: 3/5

Wisdom: 3/5

Charisma: 4/5

Hunger: 4/5

Special Victory Loot: Miracle Jar

This Jar transmutes human blood into a liquid of your choice (one use per day). Every third use of the jar produces delicious tomato sauce. For you, the liquid that you make from this jar becomes twice as potent when it comes to supernatural matter, for example you could put blood inside and decide to transmute it into blood that is twice as good for vampiric consumption or ritualistic magic. Also applies to other liquids for alchemical purposes and the likes, also the tomato sauce somehow counts as blood in all the ways that matter except being actual blood and tasting like tomato sauce, how curious.

Piscis Gorefield, The Graceful [Whale-Sized]
Seeks out the beautiful moments in chaos.

A rain god worshipped since ancient times. An admirer of the arts who would drown cities in order to preserve them at the bottom of the sea. Finds Jon aesthetically pleasing and wants them for his collection.

"Can you make it through this? It's possible. It won't be easy."

Places to avoid: Pool (Gorefield dwells here)

Your Sanctuary: Submarine (you're safe here)

Lucky Item: Umbrella (Will protect you against your Gorefield)

Your Lasagna: Aries (people you like. Attracts your gorefield)

Your Monday: Aquarius (People you dislike. Repels your gorefield)

Scent meter: 50% (...100% NOT AGAIN HIDE)

Zodiac Power Rank: 3/13

This is not under my control. There is something VERY wrong about this gauntlet. Be careful.

LOSER

Damnit! I didn't know the rules.

It was a technicality, but I lost.

And now...

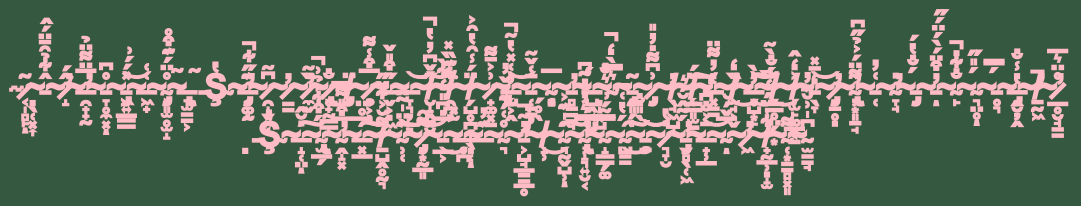
"Hey! Heeeeeeeeeeee!!"

"I'm here! I'm in here!"

"Get me out quick!"

"The water is...!!"

DID YOU THINK THE DEPTH WOULD HARBOR, JON?



Again?!? I am starting to have second thoughts about this gauntlet. Well, we'll talk about this later, might as well finish since there is only one left to explain.

Power: DOWNPOUR
Pisces Gorefield plays a game of hide and seek with Jon. Pisces Gorefield attempts to 'find' Jon by making it rain near them. If Jon ever becomes completely drenched, they are transported into a cell and drowned. The longer the 'game' goes on, the heavier the rain falls..

Stats:

Attack: 1/5

Speed: 1/5

Vitality: 5/5

Defense: 2/5

Intelligence: 4/5

Wisdom: 4/5

Charisma: 2/5

Hunger: 3/5

Special Victory Loot: Silver Spoon

The silver spoon allows you to create any food you've eaten before out of water. 3 uses per day. Tastes identical but by other accounts

it's still just water. You can summon this item even if you only have your bodymod, and the food created by the spoon will heal you and boost your vitality based on a % relative to how much you love the food. As a loose scale, something like the Ratatouille inspector scene would be a 100% heal and a 80% boost to your “maximum health" for a week, while the average person would have a 30% heal and 10% vitality boost for 24 hours by eating a chocolate that they mildly enjoy.

Benefactor's Fair Warning

It’s time to talk about the elephant in the room: This Gauntlet seems cursed. I briefly lost contact with you for a moment when two of the stronger Gorefields focused their attention on their respective domains.

No, they are not stronger than me, none of them are. It was another source innate to this domain that spread their influence for a single moment. No, should you continue on this gauntlet, even with the two abnormal Gorefields, you are still safe by the rules of the gauntlet, you have my word.

You have the option to back down now and move to another jump, and I wouldn’t blame you, there is something wrong about this gauntlet, if you keep exploring the rabbit hole I am not sure what will happen. The choice is yours, do you want to continue or not?

Drawbacks

Jon +0 (Mandatory)

The role point of this gauntlet; you are now Jon. Jons in general tend to have... Let's call it "humble lifes" to not be offensive. You live with as much luxury as a lower middle-class citizen, if a more lonely one. Yes, being lonely is part of being Jon.

But what makes Jons special is their fated connection to Garfields, you have noticed the quotes spread out through all the Zodiac Gorefields entries, right? Those cryptic warnings from that stranger seem to apply to every Jon. It's fate, you are going to inevitably meet with your Gorefield one way or another.

Your Lasagna +0/+300

Hurray! Free Companion import!... But if you have been paying attention to the entries, you can already see the catch. You can import companions that match up with your "Lasagna Sign" according to the entries, or you can get a normal person you find yourself quickly matching whether platonically or romantic.

The issue is that being nearby that person attracts your Gorefield down to the conceptual level, and it also ramps up their aggressiveness/hunger to be nearby.

But the version that gives you +300? They also happen to have their own respective Gorefield after them, and worst still you might be caught in the crossfire! They don't get any of their loot if you win

but they get to survive, but if they do manage to beat their Gorefield they get the rewards for themselves.

Your Monday +0/+200

Now the opposite of the previous drawback. See, you can import somebody who you DON'T get along with, at minimum you despise them down to a petty level or you may actually be sworn enemies with zero goodwill between you.

This can be either somebody you have met before, or some new person you will quickly find new and interesting to hate about. This could vary from normal dislike to you thinking they are an abomination to all that is sacred, it's random.

At least they have the opposite effect of the **Your Lasagna** companion, they conceptually diminish a bit of your Gorefiend's presence and aggression, but good luck cooperating with somebody like that.

For an extra **+200** they will be aware of the game, that it's your fault that they are being hunted by their Gorefield, and you did it for more points. This still gives less points than the **Your Lasagna** counterpart despite its extra caveats because you won't really feel bad about them dying.

If somehow the threat of death made you bond with **Your Monday** against all odds, you can take them as a companion. Also if they somehow manage to beat their Gorefield, they get their respective loot, nothing you can do about that, fair's fair.

Touch Starved +100

As already stated, Jons are by default kinda lonely, but you seem to be more so than usual. Be careful, as some Gorefields will take advantage of that to manipulate you, and with one of the previous drawbacks being too clingy will have consequences to both yourself and the people you care about.

Smelly +100/+200

You probably should have taken a shower before all this started, oh well, it's too late for regrets. You smell so much that it's 50% easier for your Gorefield to track you down, no, this doesn't stack with the Scent %.

For an extra +100, this effect is permanent for your stay no matter if you shower or use deodorant.

Odie +200

You have yourself a good doggo! Why is that a bad thing? You already know. You are deeply attached to this dog from your origin's memories and you cherish him, even if you don't remember what exactly happened to this dog's original owner...

Anyway, while far from the brightest even by dog standards, this dog is very loving and very loyal, he loves to lick you.

Normal Garfields tend to already be quite aggressive towards Odies, and I don't have the heart to tell you what happens if Gorefield catches your Odie.

Off To A Bad Start +200/+400

You start off in the place where you should avoid, this varies with which Gorefield is yours, but this place is the inverse of your sanctuary and allows your Gorefield to play into his strengths. This gives +200 extra if picked with the **100%** drawback, you brave son of a gun.

Zodiac Curses (Varies)

The following 13 drawbacks are all themed after the various Gorefields, but you aren't limited to picking the drawback of your Gorefield. You may select a maximum of TWO of those at your leisure, and you can get the drawback corresponding to your sign as well, giving you a total of THREE of those drawbacks. Though picking the drawback that allows your specific Gorefield to push their strengths into your new weaknesses doesn't sound very wise.

Aries Drain +300

You have a rough time when it comes to resting, mister sand doesn't seem to see eye to eye with you. You hardly have good nights rest during your time, and because of that your usual energy will be lacking.

Taurus Negotiation +300/+600

Information is king, but you can trade away information you got here for more points. Hm, a gambit involving sacrificing what you know to gain something, sounds similar to one of those guys we read about.

For just +300, you forgot the details of just what you read in your Gorefield's entry, you still know the Jump's theming, your win conditions, your sign and that you are bound by fate with your Gorefield.
For +600, you forgot everything related to Gorefield, including your choices here. You will remember that this is a gauntlet and this has something to do with Garfield, other than that no clue.

Gemini Doubts +300
When in doubt your brain cells seem to "split up" on making decisions, often going two separate paths instead of focusing on a single one. While keeping your options multiple sounds good, the way your brain is wired makes you see false binaries often and hesitate in making quick decisions, only 50% of your mind focused on the path you picked while the other 50% are confused.

Cancer Thoughts +300
You have an oddly negative mind, it's quite morbid actually. This will make you a more pessimistic person and make keeping track of your morale low. It doesn't get to the point where you question if living is even worth the effort with this alone, but it's a start towards that spiral.

Leo Dishonor +300
You struggle to find value within yourself, to notice your good traits and make you "worthy" of anything. You might think yourself too

cowardly to face your fears, which will stunt you in your journey as the first step in achieving anything is believing that you can or that you deserve to try in the first place.

Virgo Desire +300

To be blunt, you struggle in keeping it in your pants. When offered something you are interested in, especially something that appeals to your baser desires, you lose focus and are more easily swayed.

Libra Completion +300

Like a certain bizarre town's serial killer, you seem to have OCD that compels you to go through with things, even when you have more pressing priorities. It is hard for you to see something wrong and not want to fix it, even when you know your time is better spent on your survival.

Scorpio Suspicion +300

While you should indeed hold a measured caution in this gauntlet, jumping at shadows is not much better than being painfully naive. Unfortunately you are of the mindset of a conspiracy theorist, and the fact of your Gorefiend's existence might as well mean every other paranoia you hold to be true.

Sagittarius Odds +300

You don't do well in games of chance, not because you are unlucky per se, it's just that you are too fixed on the odds to the point that you

become too anxious to capitalize when you do get lucky. You don't like risky situations at all. Pray that whatever plan you build holds up without too many cracks for your poor little heart.

Capricorn Madness +300

With everything that is bound to happen to you, everything that already did, is it any wonder how your touch with reality is so flimsy? You aren't mentally well with this alone, but you are more sensitive to becoming as such with trauma, especially if your Gorefield has abilities related to the mind.

Aquarius Fool +300

This is a mixture of greed and naivety that propels you into situations that would make you the fool. The more you have to gain, the more you are fixated on the positives and less you think about the negatives and your sense of skepticism falters.

Piscis Attention +300

You are now the eye of the storm, even besides your Gorefield you just happen to draw in the spotlight towards yourself in negative ways. If someone is looking to mug somebody, you suddenly become a lot more eye-catching. This specific bad luck of yours doesn't overwrite logic, if the same mugger saw you with a gun and also saw a more defenseless target, they would prioritize the easier target. But on the other hand this bad luck of yours does apply to natural disasters. Hope you don't live in an earthquake prone place.

Double Trouble +300/+600

You... You're actually crazy! One wasn't enough, you want another Gorefield chasing you down? Alright, so be it. Even if you weren't born on the cusp of two signs, you can pick the second nearest sign you were born under to be your second Gorefield.

For +300, if you beat both of them, you get both rewards.

For +600, no matter what you just get the reward for your main Gorefield.

100% +300 (Mandatory Piscis & Capricorn)

Forget the scent meter, now your Gorefield will ALWAYS know where you are and will hunt you down to the best of their ability. You either can run or hide, best of luck

Monday Mode +600 (Requires 100%)

This is the "hard mode" of this jump, it's always monday. Besides the dystopia capitalist hellscape with no weekends this world becomes, Gorefields become much more aggressive on those blasted days, so much so they become twice as competent/powerful and half as reasonable as before, good luck trying to challenge them as they are out for blood. Even the most "friendly" Gorefields will just want to murder you now.

RPG Mode +1000

This jump ceases to be a gauntlet and instead becomes more like a regular jump. Though that comes with a price: Now all 12 of the

Gorefields will become active in the world, and you must deal with all of them before the jump is over or else you fail. Taking this with the +300 version of **Double Trouble** adds another Zodiac to the list, and it also gives rewards that you can fanwank, but they can't be more powerful than the canon pre-jump buff loot.
What's more, this option forfeits the gauntlet rewards and while you still obtain each Gorefield's loot, it becomes their original pre-jump buff selfs and not the versions that were shown in the entries.

...

Oh, there is another drawback that I missed? Let me che-

Ophiuchus Call +0
"Hello, traveler. I suppose your proper title would be Jumper? I, much like yourself, am a traveler of many worlds. I am something on the same level of what you call your 'benefactor'. And I am curious over what you call 'Jumpchain'. It seems you have stepped into the domain I originated from, how curious. I am not here myself, this is just a message I laid out in this 'gauntlet' of yours, if you catch my attention perhaps we can see where that can go. Remember to keep your eye out for hints if you are interested."

-ck...? Did something happen just now, Jumper? Seriously, what type of bad juju is this jump filled with? You should probably tell me if anything weird is going on, some sections of this gauntlet seem to cut me off from you somehow.

Perks

No discounts here, sorry.

Horror Game MC Sense (Free)

You technically qualify for that title, and it seems fair to give you this freebie. In dangerous situations an appropriate soundtrack will follow you, if the music gets more suspenseful you should be more cautious, if you are being chased around the music will become far more erratic, which will help you with getting the adrenaline needed to save your bacon.

Jon Arbuckle's Family Secret Technique -100

RUNNING AWAY! It's the smart thing to do most in these types of situations. Fortunately for you, you make for quite the runner, giving even usain bolt a run for his more. What's more, adrenaline has a supernatural boost to your capacity to run, making you 50% faster than you would be otherwise when you are running for your life.

Hiding From Seekers -100

Odds are you are the underdog, and maybe hiding will be your only option in dire times. Fortunately you seem pretty talented in that department, it's like you have the instincts of a seasoned survivor hare, as you can by instinct know what's your best bet when it comes to hiding spots with just a glance, and you also know how to make yourself quiet no matter how anxious you are.

Wise Man -100

There is this odd tendency you have of finding old men who just happen to know important things, typically regarding mythical beings and your own fate. Who are these guys anyway? You find one once per jump or during this gauntlet, they can't save you but they can guide you.

Lasagna Boy -100

You are a great cook, terrific even. Especially when it comes to making lasagnas. This is a pretty good perk to take if you are trying to win by making the secret lasagna, now all you have to do is find the right ingredients.

Lore Hunter -200

This perk helps with your endeavors in finding lore, specifically lore of someone (or something) you are searching for. This doesn't make it obvious, but you have instincts that tell you where to look, and you become more perceptive when digging up info. This perk also ensures that in future worlds there will be recorded ancient lore about creatures as mystical/mythical as any of the Gorefields, and if there was already, there will be double.

Stalking The Stalker -200

Research of your Gorefield and his actions will prove to be crucial, unfortunately you run into the issue of having to multitask finding info while the very thing you are trying to research is trying to maim you. This perk provides something to help with that issue; the

more something hunts you down, the more you find it easier to note their tendencies, understand them, and even while desperately focused on your survival your mind will not fail to analyze any detail that will be important to note about your pursuer.

Holy Monday -200

Who knew you would have a reason to look up to that blasted day? Now Monday, or whatever cultural equivalent you find in other worlds, has a sort of sacred trait: It stops any non-mundane creature from acting for that particular day. This effect lasts for 24 hours, it starts and ends at exactly 00:00. Post-gauntlet this extends to any sort of creature that is abnormal to the world's settling in the "invasive" meaning of the world. Known guilds of mages won't suddenly stop, but basically anything that the normal person of that world deems outside of the "mundane" will stop like they faded entirely only to return after monday.

Praying -200

The ability to pray, and because you are paying with Lasagna Points, somebody actually listens. This can cause a myriad of effects depending on what deity you are praying to and how much favor with you, but the chances of something actually happening, let alone something very useful happening, are rare. Though nothing's stopping you from spamming prayers. It says here that post-gauntlet you can

choose any deity and have it scale upwards relative to you. But who are you praying to for this gauntlet exactly?

Divine Lasagna -300

You know a special lasagna recipe, no, it isn't that one that makes you win against your Gorefield, but it's the best next thing. This surprisingly affordable recipe is more of a skill than any special ingredients, it tastes amazing. It tastes so good that it is loved by even the most picky of eaters, and more relevant to your survival: It temporarily pacifies your gorefield for a few hours. Post-gauntlet, this lasagna will work on any beast, even the eldritch, and it makes them be more favorable to you, unless they were already dead set on killing you. In the latter case they will just be pacified temporarily.

Walkthrough -300

This is no path to victory, but it's still pretty valuable. At random, but useful times, you receive visions of text. You will find those mental tips being like somebody who has completed what you are currently dealing with but as if it was a video game. This way you will know how to deal with those situations, but to keep in mind that some tips will be harder to adapt to reality and some can't exactly work at all, for example: "Soft-Locking" the "boss" can roughly translate into you staggering them with a tool, but that will require

on your own skill. And “using the cutscene” will be far harder to pull off in reality than in the game.
You get 1 major hint like this and 5 minor ones per jump. A major hint will be a highly detailed entry of how to beat a particular boss, or some equally important objective of yours, while minor hints will detail your secret locations, good loot, general strategy and some other miscellaneous tricks.

GOREFIELD!!! -300
In most universes, Jons are the owners of Garfields. Though their authority over their respective cat isn’t all that in most cases. You though seem to be the exception, as you gain SOME authority over anybody, be it eldritch beast or not, that seems to be owned by you or linked by fate. You can’t with this alone command something that wants to kill you and/or is stronger than you, but if you leverage this perk for just a brief moment, you can use that moment to spray them with water as if they were a misbehaving pet, that can buy you precious time as a distraction.
Though if you somehow manage to prove yourself superior to your Gorefield somehow, in either power or something that they deem equally as important, you can tame them and get them as a follower/companion.

Sorcerer Fight -600/-800
Eh? Surprise crossover time? That’s pretty random... Well, there WAS another Jon in this multiverse that had jujutsu, so why not you too?

This perk grants you access to the Sorcerer Supplement found in the link of this perk's title, you don't get the sorcerer points stipend, nor do you qualify Aberration reward because you didn't get the stipend.

Though you can take the binding vows and you can trade **LP** for **SP** at a 1:1 cost. Alternatively, should you already have used this supplement in the past, you can just pay the 800 value to carry over your build to this gauntlet. And you can still exchange **LP** for more **SP** at the same rate.

Should PriorPossible834 make an update to that supplement, you may pick the most recent version.

You can discount this perk by half and gain **+400 SP** to use in the supplement by accepting to merge this gauntlet's world with the physics of Jujutsu Kaisen, this does mean your Gorefield has access to cursed energy and qualifies as a cursed spirit of some sort, and his unique ability translates into being a cursed technique with all the versatility and potential that implies.

Items

Still no discounts.

Pooky -100

This is pooky, your universe's pooky anyway. Pookys are usually Garfield's favorite stuffed bear, and you lucked out in finding the equivalent to your universe. This item will by all accounts just be a toy, slightly broken and off putting, the exact form it takes depends on your Gorefield's aesthetics and origin, but even your Gorefield will care about their Pooky.

You can even use this as a bargaining chip, they still prioritize killing you over the teddy bear but ideally they want both, and are willing to make deals and bargain to make sure they get it.

Post-Gauntlet, you get a fixed version of Pooky for collection sake, and per Jump you can ask for one stuffed toy that has a similar effect on another specific monster of your choice.

Sanctuary -100/-200

This is the place you will find yourself the safest from danger, it's not absolute, but this place seems to give you precious breathing room under the most dire of situations if you can reach it. This item varies according to your respective Gorefield.

For -100, it will exist somewhere close in the world and you can find it with some exploring.

For -200, it is either part of your house or it belongs to you, you know its location and it's easily accessible.

Post-gauntlet you can have it appear somewhere in the world you want it to be, or make it a part of your warehouse/any other place you own, and it will retain a feeling of peace and will mildly diminish the presence of any being seeking you with ill-intent.

Lucky Item -100/200

A regular mundane item that is tied to some weakness of your Gorefield or maybe it's just handy to have for the specific situation?
For 100, this is just a mundane item with fiat banking, if it breaks or is lost you recover it next time you have some breathing room.
For 200, this obtains a mild supernatural effect that further capitalizes in its usefulness against your Gorefield.
For example, the Lighter from Aries will have the ability to force invisible paranormal creatures to be seen, the Aquarius Phone could have the effect of no one being able to tell you are using it and allow you to call a trusted confidant even while being watched, while the Ring from Leo could have a supernatural effect of showing off your value and your best traits, you can customize this effect but it will be as mild as the examples provided.

Do Bullets Work? -100/-200

You now have a trusty shotgun to help you deal with your Gorefield, it's a regular shotgun but wielding it just feels right for you.
Let's hope this shotgun aids you more than what happened to the other Jon.

For -100, this is just a fiat backed unreasonably durable shotgun, you have a permit for it no matter what country you are in.
For -200, this is a shotgun is upgraded to work on "game logic", making you see a more clear vision when aiming, not really consuming ammo as it reloads, and you being able to store it into a pseudo-pocket dimension whenever it's convenient and pick it right back up from seemingly nowhere.

Hospital -200

There is this odd hospital near you, it seems to hand out supplies way too easily, and the prices are oddly affordable. It's almost like a video game shop with the things they hand out, pills that instantly give more stamina and "health", healing your wounds like magic. There is also this black-haired woman working there that you might recognize. Maybe you should stock up on those supplies while you can? Post-Gauntlet you inherit the hospital and you can make a companion of this universe's version of Liz.

Holy Water Spray -200

A normal looking water spray on the surface, but the water inside of it is blessed against everything that is malicious. It can even cause mild harm to the weaker half of the Gorefields you encounter and it can even stun the stronger half, it is repelling against them because they are both cats and evil creatures. For the Gauntlet your supply

will be limited, but post-Gauntlet it will refill itself automatically and you can tinker with the formula to boost it.

Conspiracy Board -200

Seems that the you of the origin's life has already done quite a lot of the leg up in information gathering, the Jon that you will become was not clueless as most Jons usually are in those universes. You knew there was something weird out there, and even as you were called crazy, you were proven right!

This item supplies your origin with enough info that you are half-way there in figuring out the most relevant bits of information for your survival in regards to your Gorefield and who he is.

Post-Gauntlet your next origins always already have information in whatever conspiracy you would be most interested in.

Nermal -200

Oh, that's convenient. This is Nermal, a cat that just so happens to be one thing your Gorefield wants to kill that takes priority over you. This is sort of like the opposite of Pooky, as Gorefield will go to great lengths to make sure this cat dies. Nermal here will be just a regular, if a tad cuter than average, kitty. Unlike Pooky, Nermal seems to be a higher priority target than even yourself, meaning if you somehow force a binary choice of either killing you or Nermal, your Gorefield will rather have Nermal killed. You can choose if you

own Nermal or if he is a street cat or belongs to somebody else. You wouldn't be that heartless to use Nermal as a sacrifice, right Jumper? Post-Gauntlet you can decide if you want Nermal as a pet, and if he still attracts hatred when it comes to supernatural creatures.

Big Rock -300

What it says in the title; this is a very large rock, how large? Large enough that it can crush your Gorefield. It will be placed nearby your starting location and you will know where it is. Despite the simplicity of this item, it does have special traits: 1. It is like a fate magnet on your side, for some cosmic karmic reason it has a metaphorical gravitational pull on crushing anyone that is your fated enemy, that isn't a 100% guarantee by any means, but it is a pull. And 2. It's capable of destroying your Gorefield, no matter how strong.

Post-Gauntlet you keep the rock, it doesn't get any larger but somehow it gains the ability to kill, or at least seal, even cosmic creatures.

For the specific case of Taurus, this "rock" is now a comet that HAPPENS to be landing on Gorefield's weak spot, if you manage to distract Taurus Gorefield long enough, he will fail to notice the meteor and perish.

Paranormal Order -300

This is a hidden coven of people who know about the nature of their world, your Gorefield, and what your role is. They believe that should you perish, even if your Gorefield isn't a global threat by itself, the world is doomed, so that means they are pulling out all their resources to save you.
They aren't just a bunch of conspiracy theorists, they are the real deal and an actual secret society that can dig up information and offer valuable resources for your sake as competently as an official government funded organization.
Post-Gauntlet they'll follow you and assist you more directly as followers.

Comic Strip of Fate -300
This is a set of three small comic strips, each with tree panels. The reason why this costs 300 points is that the comic strips are symbolic of your fate and you must do, it won't be stated plainly, but one of those strips hint at what action you should take that would lead you to more ideal results, another will give you a hint for a object of great importance (for this gauntlet it will be the ingredients for the secret lasagna), and one of them will foretell of your doom and what weakness/flaw/mistake you should avoid to not end up in a 'bad end'. Unfortunately the hints are somewhat cryptic, but still useful.
Post-Gauntlet you obtain more comic strips and their foreshadowing trait remains.

Companions

Assuming you won the Gauntlet, you may take those folks with you. Same applies to the other pet/companion from the previous sections.

Lasagna (Free)

Already covered in the perks section, if you decided to create a new individual rather than import a companion (Or you just happened to have no companions that matched your Sign's Lasagna), after the Gauntlet's over and you succeeded you may take them on your chain. This could be your universe's variant of Liz if you want to.

Monday (Free)

Pretty much the same thing as above, but in the unlikely event that you bonded over this experience, you can bring along your Monday on your chain. If you want to, your Monday could be the reincarnation of an enemy you hated from a past jump, but should you companion them they won't start with their former power, but they have potential to unlock power innate to them.

Cuspfield (Free)

Even if you weren't born on a Cusp date, you can take this fluffy little thing. Either the generic variant or the variant of the Gorefield you have defeated. Because what Jumper wouldn't want to remember the eldritch monster that hunted them down at their weakest? Still immortal, but still harmless. Maybe if you raise them right they would morph into a good version of their Gorefield self?

Rewards

Good job, Jumper! You did it! Doesn't matter how exactly, your rewards do not change no matter what Win Condition you used. Now unto your hard won prizes. And no sight of any other force to interrupt your celebration.

Sanity Heal: Oh right; trauma. It would suck if this scarred your mind, especially since some Gorefields do have abilities to mess with your brain directly. You can either opt to be more "artificially" healed or have your natural processing of the events sped up in an instant.

Special Gorefield Loot: This is the item your Gorefield grants you, even if it isn't stated, you can summon it even while locked only to your bodymod. If you had a Cuspfield in your journey, not the free companion version, the version if you were born on a cusp date, you also gain the promised lasagna.

Lasagna of Legend: More like a pseudo-recipe than an item, this teaches you the ways of cooking for supernatural monsters and eldritch gods, similar to the secret lasagna you made/could have made for your Gorefield. The catch is that to pacify other beings similar to Gorefields, you would have to find their exact preferred ingredients, but this perk also ensures that you CAN find out about those ingredients if you dig hard enough into the lore.

Go on, calm down Groudon and Kyogre with their favorite dish if you can find it. This even works on Azathoth, though the second catch is the more powerful/esoteric the creature is, the rarer and more complex the ingredients will be. I heard the deities from Lovecraft like some abstract conceptual sauce mixed with worcestershire sauce? In this context, "pacified" will mean the creature/deity will stop their harmful actions, their aggression will vanish, and they will be satiated enough for at least until your time in the jump ends.

Tamed Sign: You have bested the monstrous manifestation of the sign you were born under, so as a result you have gained an increased domain over it. Perks/items/powers related directly to your sign will be boosted by x3, while perks/items/powers more abstractly/loosely/conceptually connected to your sign will be boosted by x1.5 (Innocency for Virgo, duality/multiplication for Gemini as examples)

The Threats of Fate: Having lived as a Jon, and having faced and triumphed over your Gorefield has made you more aware of the concepts of fate, the connection between souls and what that means. You are by no means an expert in that, but you are starting to perceive the lines of this force similar to gravity.
For now however, this only gives the ability to perceive the fate of things and get a more instinctive awareness of such forces as you

travel. This ability may grow in time, maybe it will turn into something far more grandiose?

+3 Lasagna Tokens

Those are a mark of my interest, those who seek me shall benefit from those. You have done well, I am impressed. This is only the start. Take those, and try to find more of them if you desire to gather my attention. Farewell for now, Jumper. Or should I call you ‘Jon’ now?

That happened again, didn’t it? I am so happy I am done with this cursed Gauntlet. Let’s just get out of here before we tempt fate anymore.

Notes

Due Credit:

Sorcerer Supplement: PriorPossible834

Gorefield Designs:

Aries: William Burke

Taurus: Rojom/Jars

Gemini: Fallen_Guardian

Cancer: Lumpy Touch

Leo: Chippedipple

Virgo: stillinthesimulation

Libra: Quinton Reviews

Scorpio: KikimoraBlue

Sagittarius: Smiley_Dafe

Capricorn: OmegaBlack

Aquarius: forgotaboutironfleet

Piscis: Zoidddddddberg

Power Levels:

There is no precise measurement of how strong each Gorefield is, but if you want reference, and because there is also the perk to cross with JJK, I'll try to apply the Grade System to the Gorefields here based on their Zodiac Power Rank for convenience sake. This can also gauge how useful the Shotgun would be. Though keep in mind we are going to be assuming physical/destructive capacity over hax, if crossovered with JJK, their 'official' grades could differ taking into account their powers/cursed techniques.

Grade 3: 13~12

Grade 2: 11~7

Grade 1: 6~4

Special Grade: 3

N/A: 2~1

Pre-Chain buff Items:

Here's the list of the original versions of the items that weren't adapted to jumpchain, these are what you get in **Adventure Mode** and

this is the range of power you should base off more Special Loots if you picked **Double Trouble** with **Adventure Mode** to fight off another Zodiac.

Dreamcatcher: Hung above your bed. Catches only the most relaxing dreams. You only have to sleep half as much to be refreshed. You snore very loudly.

Bookmark: (Reusable) Place in a book to be able to instantly recall anything inside of it. After three days, the book is 'memorized' and you know it forever.

Clone: Once a day you are able to generate a helpful clone of yourself that lives one day. Knows everything you do and will do anything you say.

Golden Claw: Pockets-sized. Reeks of fish. Carrying this item lets you be the 'master' of a different skill every day. The skill is randomized, but you know what it is.

Necroworm: This parasite burrows into someone dead and instantly revives them into a healthy state. However, they are technically undead, and slowly decay.

Pheromone Spray: Using this perfume gives you a giant charisma boost. Using a large amount allows you to become invisible and intangible for a short duration.

Scales of Virtue: If your karma is positive, your stats are doubled. If your karma is negative, your stats weaken but you read minds. Can't breathe while neutral.

Revival Sack: You gain an extra organ in your body. If you were to die suddenly, you will restart the day with the knowledge of how you died. Organ is then lost.

Jackpot: 30 silver coins. These coins can be exchanged for ANY goods or services. However, one of these coins is cursed and causes the others to disappear.

Handheld Device: You can call anyone with your hand by saying their name. Once a day, you can call someone in the past by specifying a name AND a date.

Miracle Jar: This jar transmutes human blood into a liquid of your choice (one use per day). Every third use of the jar produces delicious tomato sauce.

Silver Spoon: The silver spoon allows you to create any food you've eaten before out of water. 3 uses per day. Tastes identical but has the nutritional value of water.

Author Yapping:

I might have bitten off more than what I can chew, as of the completion of this Gauntlet I only have the faintest idea of what type of saga this whole Gorefield thingy I am making can become. Not really sure what to do, just some vague ideas even now.

Also this is the first time I am trying to put a secret into this jump, I have no idea whether this will be too easy or utter bullshit, I am leaning more towards the former. My dumbass only really realized that in order to make a mysterious pseudo-ARG I would have to actually hide some secret half-way through making this jump.

As a piscis, making this gauntlet reminded me of how salty I was the first time watching and finding out that my reward for beating a literal god of the sea, at the risk of being drowned to death, my body never to be recovered and forgotten in the depths of the ocean was... Fucking comfort food that will kill me of hyperhydration. That's one of the reasons why I buffed the Gorefields loot, also because over half of them would be pretty much just 'meh tier' trinkets for the average middling Jumper, and that's probably being generous.