


# Gregory Horror Show Gauntlet

*(written by LagoMoro; edited by L "Blackscorp98")*

Welcome to Gregory House, a creepy and otherworldly hotel in the middle of what might or might not be Purgatory! Owned and managed by Gregory, a mysterious old rat, this hotel is inhabited by many colorful and quirky characters that will surely liven up your stay.

Were you stuck in a dull and repetitive job? Did you have to endure a failed relationship? This place gives you the opportunity to run away from what ails you, to throw away your worries, and to forget your boring everyday life!

...It might also result in you getting trapped forever in this limbo between dimensions, transformed into a hollow shell of your former self, devoid of most of your personality and memories, not dead but not truly alive either. And that's if you don't just get turned into a disembodied soul in a jar.

Fear not, for we offer you a special deal! This Jump is classified as a **Gauntlet** – meaning that you get to follow a special set of rules!

- You start out with 0 Chain Points (CP).
- For the duration of this Jump, any option (perks, items, companions, etc.) that you got from a previous Jump / Supplement are locked.
- If you fail the Jump, this will NOT end your chain; instead, you will be allowed to proceed to your next Jump, but you will lose everything that you bought in this one.
- Regardless of how you end this Jump, your physical and mental health will be restored to how they were before you tried this Gauntlet.

## *Role*

Pick one Role. This will determine your objective, as well as your base characteristics and which perks/items will be discounted. You can freely choose your gender, age, and general appearance, as long as they don't contradict your chosen origin.

If you die or go completely insane, you will fail the Gauntlet. Each Role also has an additional failure condition.

**New Visitor**: You're a normal human person who has just arrived at the Hotel – although you aren't sure how or why. The old rat at the desk gave you a free room, but you quickly realized that this hotel is not what it seems... and that you need to escape before you go completely insane.
You have your mental sanity and common sense, a decent amount of willpower, and average physical abilities.

- ❖ Objective: Escape Gregory House within a month. Despite what the anime showed, it is possible, but it will require you to face various guests and to confront something dark from your past.

- ❖ Failure Condition: Fail to escape within the time limit.

**Old Guest**: You're one of the quirky, inhuman inhabitants of this hotel: a manifestation of a common fear. Feel free to customize your appearance and personality (as reference, look at the more humanoid characters from the show).
You have a low-level ability (for example: a nurse's training, or a happy trustworthy personality) and a flaw (for example: a compulsion to steal blood, or an evil alternate personality), both based on your theme. You also get one free Soul In A Jar item. Your personal flaw will grow steadily worse over time, but this effect can be reset by using a Soul In A Jar or any other sanity-restoring items.

- ❖ Objective: Survive at least three months at Gregory House and have your personal Soul In A Jar in your possession past that point.

- ❖ Failure Condition: Spend one entire week without being able to use your primary Soul In A Jar (it must be your personal one; other souls will not count) or an Angel Herb.

**Hotel Rat**: You're an anthropomorphic rat – a bit odd (and creepy). As the most recently acquired member of Gregory's family, you must help run the family business: greet the new guests,
clean up the floors, tend the cafeteria, steal people's souls...
While you're a bit lacking in terms of physical strength, you have one significant advantage compared to the other Roles: Gregory and his relatives will be on *your* side and will give you some help.

- Objective: Work at Gregory House for 4 months and manage the various guests.

- Failure Condition: A Visitor escapes Gregory House, successfully returns to reality, and stays there for 3 consecutive days.

## *Perks*

As usual, “discounted” options can be purchased at half price, while “free” options are available for free.

**GHS Art Style** (free): When you first enter this Gauntlet, you can decide between the regular “cardboard puppets” art style from the GHS anime, or the more “conventional” (but still surreal) style from the *GHS: Another World* manga. Once you choose, you aren't allowed to change your decision until you win or fail the Gauntlet.
Post-Jump, this Perk is upgraded: no matter the setting you're in, you're allowed to change that setting's art style between “Regular”, “Gregory Horror Show” and “GHS: Another World”. You can change art style at will, but only once per day.



**RUN!** (100 CP, free for New Visitor): You're faster than average and can run for longer periods of time without tripping or slipping. That might not sound much, but in a survival horror like this one, it can help a lot more than you realize.

**Item Hunter** (200 CP, discount for New Visitor): You have a much easier time finding items required to pursue your goals. As long as they’re somewhere nearby, your instincts will pull you towards finding what you need; these impulses will be weak and vague at first (ex., “It’s somewhere inside this room here”), but will grow more definite if you spend more time near the object (ex., “It’s the third unlabeled key to the left, inside the bottom left drawer”). *Getting* those items is another question entirely.

**Horror Expert** (200 CP, discount for New Visitor): You have an extensive knowledge of horror and anything related to it, like Halloween, scary ghost stories, and so on. In practical terms, whenever some kind of horrific threat endangers you, you will instinctively know a couple pieces of trivia regarding what it is, what it does, and how to counter it. It’s not an instant-win button (it gives you a bit of knowledge, not the skill to actually use it), but at the very least you will know which rules you are playing with when it comes to that particular monster.

**Back In The Closet** (400 CP, discount for New Visitor): As long as people can’t see you, you are completely undetectable by any non-visual means. Nobody can hear you, smell you, follow your tracks, perceive your aura, and so on. Hide inside a closet, and it’ll be like you fell off the edge of the planet. You can also toggle this perk to turn it on/off, or specify which kind of entities will/won’t be affected by it. Keep in mind that this perk doesn’t make you *invulnerable*; you can still get wounded if an enemy decides to just shoot blindly at the general area you are hidden in.

**For I Myself Am The Conscience** (400 CP, discount for New Visitor): Your morals cannot be corrupted. You are essentially immune to any external attempt to tempt you towards evil (or good, if you prefer). Any deceitful attempt in this regard – such as hypnosis, false testimony, soul corruption, someone telling you a wrong statement they genuinely believe to be true, etc., – will fail

automatically, and you will be aware of it. If you're going to change alignment, it'll be entirely out of your own rational volition. As an added bonus, your willpower and resolve will be significantly enhanced by your newfound self-confidence.

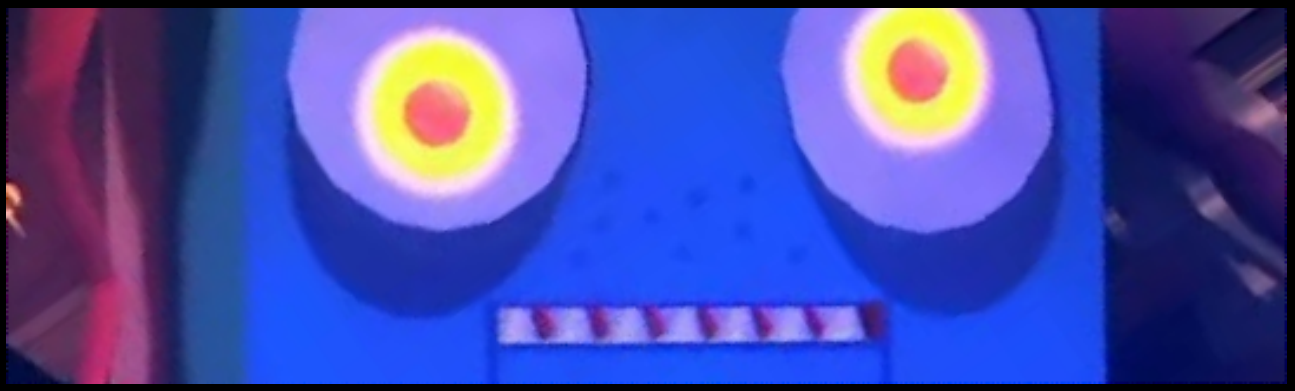
**Monstrous Form** (100 CP, free for Old Guest): You aren't human, and you may or may not be technically alive, so your physical prowess tends to be slightly better than average. You can take at least a few hits without flinching, and vice versa, you have an easier time brawling or physically restraining others.

**Pursuer** (200 CP, discount for Old Guest): You can deem a single person as your "prey". As long as you can perceive your prey in some way and know where they are (for example, if they're in your line of sight), you can chase them relentlessly without ever getting tired. This perk only works on one target at a time, but you can switch targets whenever you want.

**JUDGMENT!** (200 CP, discount for Old Guest): If you can convince someone that they are morally inferior to you, all your abilities against them will receive a power boost. This includes making them ashamed of some sin that they committed in the past. However, the boost requires the target to feel significant shame and regret: if they forgave themselves, came to terms with their trauma, or are completely unrepentant, the perk will not work.

**Haunting Ground** (400 CP, discount for Old Guest): You can select one area as your Domain. The more time you spend living inside that area, the more it'll change to fit your abilities and powers, giving you an impressive home advantage. For example, Roulette Boy was able to turn his basement room into a life-sized board game, complete with harmful traps for anyone who lands on "bad" squares. Neglecting your Domain or spending too much time away from it will cause it to weaken, and selecting a different area as your new Domain will cause the old one to instantly disappear.

**Horror Show** (400 CP, discount for Old Guest): You can choose to alter your attacks so that they will target the victim's mind instead of their body. This manifests as rapid, vivid hallucinations – usually of torture – that will erode the victim's mental sanity, potentially to the point of catatonia or even death. Because the attack is mental and not physical, it completely bypasses any standard defense such as body armor, but it can be mitigated with high amounts of mental fortitude – although the average person's willpower is usually low enough that a few "punches" will be enough to cause a long-term coma.



**Silent Step** (100 CP, free for Hotel Rat): You're pretty good at moving around silently. If you're moving at a jogging pace or slower, your footsteps will be almost completely silent; additionally, any sound caused by walking (for example, stepping on a creaky floorboard, or accidentally kicking a toy left on the floor) will be much quieter than normal. Perfect for that "suddenly appearing behind a person's back without them noticing and scaring them" cliché.

**Judge Of Character** (200 CP, discount for Hotel Rat): You are exceptionally good at reading people. You can get a pretty good idea of their personality in just one or two interactions, and you are exceptionally skilled at recognizing when they're lying or otherwise hiding something from you. This even includes cases where the person in question had their memory repressed through external means.

**...That Was A Joke** (200 CP, discount for Hotel Rat): If you make a statement that preys on someone's insecurities and issues, and if you make at least a bare-minimum effort to disguise it as "innocent", that sentence will become an intrusive thought that will influence the victim's behavior later on. For example, if a guest is already intimidated by the Chef, telling them "*The Chef will be pleased to have you for dinner. He plans to have you sautéed, I heard. ...That was a joke.*" will make them outright terrified of the cook. The victim will not recognize you as the cause of this phenomenon.



**Just A Normal Rat** (400 CP, discount for Hotel Rat): People have a tendency to underestimate you, treating you as harmless. More importantly, they will *keep* underestimating you. Every time your "harmless" charade is broken, this perk will slowly but inexorably rewrite the memories of those you have wronged, making them stop blaming you or treating you as evil. Eventually, they'll go back to treating you like a slightly creepy but otherwise normal guy. Of course, the more harm you caused, the longer it'll take for people to "forget" about it; but you can mitigate this issue if you manage to diminish your blame somehow, for example by successfully painting yourself as a subordinate instead of the mastermind.

**Ghost Form** (400 CP, discount for Hotel Rat): While almost everyone inside the hotel is some kind of lost soul in-between life and death, you seem to have a much better control over your own nature – maybe even better than Gregory's. When you activate this perk, you will be considered both alive, dead, corporeal, and ghost-like at the same time, with the specifics being determined by whatever is most convenient for you at that moment. For example, you can make it so that you are completely immune to all physical attacks, and yet still capable of physically interacting with other things; or you could choose to make it look like you have been wounded and even killed, even though in reality you are completely fine. Each use of this perk lasts a minute at most, and requires a long cooldown of several minutes afterwards.

## *Items*

**Trusty Notebook** (100 CP; free for New Visitor): A small notebook, complete with a free pencil. As long as you carry it with you, writings will automatically appear on its pages as if you were the one who wrote them. For example, if someone reminds you of an appointment or if you see a password being written on a piece of paper, you can just make a mental note of it, and it will automatically appear in the notebook. This is limited only to normal writings and drawings; you can't make this item draw things like functional magic circles (although you can make it draw a *non-magical copy* of a magic circle).

**Distraction Item** (200 CP, discounted for New Visitor): By default, this item looks vaguely like a dirty weekly magazine. However, if you throw or leave it somewhere, it will transform into something that is guaranteed to occupy the attention of any nearby opponent who sees it for several minutes, giving you free rein to do whatever you want. Of course, if they see you plant the item, they aren't going to get fooled. Probably.

**Angel Herb** (400 CP, discounted for New Visitor): This little plant has golden leaves that almost look like feathers. When consumed, it acts as a potent healing item that can cure grave injuries, as well as completely nullifying any kind of negative mental ailment such as hypnosis or depression. Moreover, if you have this item on your person, it can act as an automatic extra life: if you are about to get killed or driven into an irrevocable mental breakdown, the herb will first reduce the physical/mental damage so that you'll be on the brink of survival, and then it'll apply a slightly reduced version of its regular effects. After each use, you will regain a new Angel Herb after a month.

**Mystery Pills** (100 CP, free for Old Guest): A blister containing several pills. While they look like medicines, and people are strangely likely to treat them like medicines, they are anything but. If eaten or otherwise introduced into one's system, they will produce moderate negative effects, chosen from splitting headaches, paranoia, and severe nausea. The effects only last a few hours, and while they aren't lethal, they will severely weaken the victim. Unfortunately, the pills don't mesh well together: their effects do not combine, they just overwrite and negate each other. You get a refill each week.

**The Chef's Knife** (200 CP, discount for Old Guest): This oversized kitchen knife looks more like a longsword. It's big, it's heavy, it's always sharp, and it can cut through an elephant's leg like it was ham. While its size and weight make it a bit unwieldy against agile opponents, it will cause severe damage against anything it manages to hit.

**Soul In A Jar** (400 CP, special for Old Guest; see below): This glass jar contains an artificial facsimile of a soul that acts like a real one would. It can strengthen people's sanity and mental fortitude just by standing near it. You can also drink it for a powerful healing effect, or consume it as a regular soul to fuel any soul-related abilities; in this case, a new pseudo-soul will appear in the jar after a day.
If you chose "Old Guest" as your Role, you will get one "special" soul jar for free *only for the duration of this Gauntlet*; this is the soul that you must use once a week to not fail the Gauntlet. You can also buy additional spare souls at the cost of 200 CP each, and successfully completing the Gauntlet allows you to keep them as usual.

**Infirmary Ticket** (100 CP, free for Hotel Rat): This little numbered paper ticket is similar to the ones given in shops or hospitals. If you rip it and then open a door, you will be able to temporarily access the room of Nurse Catherine, who will gladly help you with basic medical procedures and/or questions, or just gossip. Her services require payment, in the form of a generous “donation” of fresh life essence (which looks suspiciously like blood) taken from you; by the time she’s done with it, it’s pretty much guaranteed that you’ll feel like crap. The ticket repairs itself after each use, but the nurse has the right to deny you service and access if you try to abuse her room.

**Drink-Your-Problems-[Unintelligible] Cocktail Set** (200 CP, discount for Hotel Rat): This minibar contains various kinds of alcoholic and non-alcoholic beverages, as well as some appropriate glasses and mixing tools. However, at your discretion, you can brew special drinks that affect the memory of whoever drinks them. Depending on the recipe, it can make them forget specific pieces of information, or vice versa, recall memories perfectly. In the latter case, if those memories were disturbing or traumatizing, a variant recipe allows you to cause those memories to resurface violently like a PTSD attack, or force the victim to see past events as they really were instead of the lies they told themselves. The memory that will be targeted must be decided while you’re mixing the drink.

**Haunted Hotel** (400 CP, discounted for Hotel Rat): Buying this option allows you to assert some influence over the Gregory House hotel. Under normal circumstances, the hotel seems to have supernatural qualities such as making people a lot more likely to get lost, or making them stumble right into the worst possible person at the time, as well as the ability to repair itself if damaged. By buying this option, you can either amplify these effects or contrast them: for example, you can either speed up the hotel's ability to reconstruct itself so that any damage will be repaired very fast when no one is looking, or vice versa, make the doors significantly more fragile, to the point that even a normal human can kick them down given some time.
Post-Gauntlet, you will be awarded a functional copy of the hotel, with the same benefits as described above. It will follow you into any world you travel, adapting itself to fit the local "aesthetic". Nobody will question why or how a huge building suddenly appeared from one day to the next.



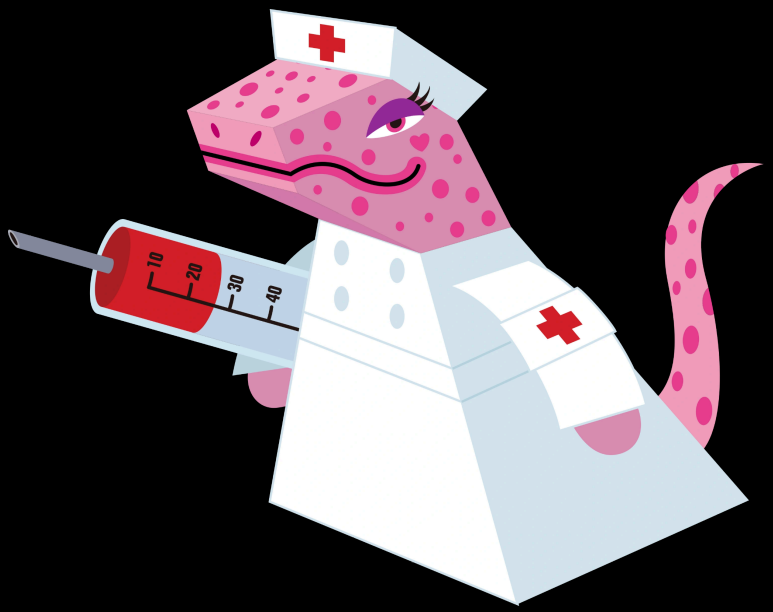
## *Companions*

**Gregory** (100 CP): The hotel's manager. Gregory is a shrewd rat and avid collector of various oddities, most notably "interesting" people who are escaping from reality. Acquiring him as a companion will not give you a free ticket to escape the hotel (some other obstacle will stand in your way), but he'll be able to offer you plenty of useful information thanks to his eye for uncovering people's dirty little secrets. Or you could use him as a meat shield – that rodent ends up being a victim of slapstick surprisingly often.

**Gregory's Mama** (300 CP): This old, cantankerous hag is one mean lady, not to mention a witch who sustains herself by drinking the souls of the hotel's most unfortunate guests. Even if you select her as a companion, that doesn't mean that she'll be willing to help you for free, at least during the Gauntlet; but she'll be at least willing to hear you out and offer some kind of deal. And she can offer a lot, considering that her firepower is one step above the entire rest of the cast, allowing her to do things like teleporting around and blasting people with explosive fireballs.

**Someone Else** (100 CP; can be bought multiple times): This option allows you to take any character from any GHS media as your companion, as long as they weren't already covered by one of the previous options.

**Import Pass** (100 CP; can be bought multiple times): By itself, this option doesn't do anything. If you successfully complete the Gauntlet, however, you can select up to three companions that you acquired from previous Jumps; they will be granted a collective stipend of 1200 CP, and will be allowed to select a role and buy perks as if they too successfully completed the Gauntlet.



## *Drawbacks*

**Amnesia** (+100 CP): You will forget everything you knew about the *Gregory Horror Show* series before beginning your mission. Yes, I know that a lot of characters have weaknesses that are easy to recognize and exploit, but knowing them beforehand would still give you an advantage.

**It Was A Dark And Stormy Night** (+100 CP): The weather around Gregory House will be appropriately moody – by which I mean that it will be terrible, with the sky being constantly dark and frequently stormy. On top of that, any light inside the hotel has a tendency to break or malfunction a lot more often than normal, so expect poor visibility. At least everyone else will be in the same boat as you.



**JAAAAAMES!** (+100 CP): Meet James, Gregory's grandson. He is a brat. He has decided that you look interesting, so whenever he sees you, he'll follow you around to see what you're plotting (and get some inspiration for new pranks out of it). Unfortunately, this means that he'll make stealth very difficult as long as he's with you, so it would be better to lose him somewhere or drop him to Gregory. Even then, he will eventually come back to pester you some more.

**Health Check-Out** (+100 CP): The very first day you'll spend at the hotel, nurse Catherine will subject you to her personal brand of health checkup. By which I mean that she'll drain a considerable proportion of your blood, causing you to become permanently anemic. In practice, this means that your stamina will be severely diminished during your entire stay at the hotel, making it significantly harder to outrun hostile guests unless you have a hiding place or trap available.

**Limited Inventory** (+100 CP): You can carry only up to four items on your person. What counts as an "item" essentially follows video game logic. For example, your usual everyday clothes would count as part of yourself, so they will not occupy an "item slot"; but a single key would count as one item. To mitigate the issue, the hotel will be fitted with a few special inventory chests that only you can open; anything you put inside one of these chests can be retrieved from any of them.

**Brain Drain** (+200 CP): The hotel actively saps your will to live, causing your mental state to grow steadily worse over time as long as you're outside your assigned bedroom. Resting inside your bedroom for a few hours is enough to cure the mental damage; but if you remain outside for more than 24 hours, the accumulated stress will be enough to drive you insane, and you will fail the Gauntlet.

**Dark Secret** (+200 CP): Shortly before entering the hotel, a false memory will be implanted in your head, making you believe that you committed some kind of grave sin. If anyone manages to discover what it is, they will likely exploit it to demolish you psychologically. And even if that doesn't happen, the regret will probably weigh on you.

**Cardboard Puppet** (+200 CP): Normally, the people in this world just look like they're made of cardboard. In your specific case, you are as flammable as cardboard. Beware of open flames.

**Soul Collector** (+200 CP): Quite a few guests are in possession of deceased souls, kept for various purposes. Death is understandably upset about it, and he has forcibly recruited you to rescue some specific souls – one if you're a New Visitor, two as an Old Guest, and twelve as a Hotel Rat. You must recover all the required souls *before* you fulfill your role's standard objective; failure to do so will cause you to fail the Gauntlet. When you sleep inside your assigned room, you can converse with Death once a week to get information regarding the souls' whereabouts, and to "drop off" to him any soul you manage to collect.



**I Am Your Darkness** (+300 CP): You have a nemesis - a dark clone competing against you in this very same Gauntlet. They will have a random role, a stipend of 600 CP, total immunity to all drawbacks, and a deep-seated hatred towards you. Both of you will know each other's identities. Your objective is to defeat your nemesis by forcing them into their role's failure condition.

- If your nemesis is a **New Visitor**, you must prevent them from escaping the hotel for the first month. Beyond that point, the nemesis will be doomed to remain inside the hotel's dimension, but they'll still try to oppose you at every turn if possible.
- If your nemesis is an **Old Guest**, you must steal their personal Soul In A Jar within three months, and keep it out of their hands for an entire week past that point.
- If your nemesis is a **Hotel Rat**, you must help a visitor (*if you chose the New Visitor role, that also includes yourself*) escape the hotel within four months.
- If you are a New Visitor, your role's objective changes from "escaping the hotel" to "open the front gate". After that, you will be required to stay at the hotel until you have dealt with your nemesis.

**Hard Mode Unlocked** (+300 CP): Oh, you have completed the challenge? Good. Now do it again, but harder this time. After you successfully complete the Gauntlet for the first time, it will "reset" into a harder version of itself. This second round will be significantly harder, as everyone will retain some memories of the first run and will prepare themselves accordingly.

### *End Choices*

When this Gauntlet ends – regardless of *how* it ended – you instantly regain access to all your perks, items, companions, and memories, while all drawbacks are deactivated. Additionally, all the physical and mental damage that you accumulated during this Gauntlet will be nullified; in the latter case, this means that you're immediately healed from any insanity, false memories, stress, etc. that were inflicted on you during your misadventures. However, you will still keep all the memories of what happened.

If you *won* the Gauntlet, you can keep everything that you bought in it; additionally, your Origin becomes a new alt-form. Vice versa, if you *lost* this Gauntlet, you lose everything that you bought during this Jump.

Finally, it's time for you to decide your next destination. You must choose one of the following options (even if you lost the Gauntlet):




- **Remain**: You decide to stay at Gregory House of your own volition. As a bonus, Gregory, his family, and all the guests become significantly more amiable towards you.

- **Leave**: Maybe it was fun, or maybe it was horrible; maybe both. In any case, it's time to move on, towards your next destination. Move on to the next Jump.

- **Go back home**: Your vacation is over; it's time to go back to "real" life. End your Chain and go back to the world you started from, along with everything you collected along the way.

## Bonus scenario: Face Your Fears

(*To pick this scenario, you must have survived at least 25 Jumps before this one*.)

This hotel is a strange place. It's not fully real, yet it exists. It's a place of torment, and a place of wonders.

More importantly, it attracts people who are dissatisfied with their own lives. People who are running away from something – responsibilities, stress, sadness, regrets, boredom. People who wish they could be someone else, be somewhere else, live a different life.

Sounds familiar, Jumper?

There is a *reason* why this place was classified as a Gauntlet.

The hotel preys on the fears and insecurities of those who come inside. But normally, only normal people come here. People who have lived only one life.

But you? You have lived many lives, haven't you? So many possibilities, so many adventures. But the rules of Gauntlet don't just seal your perks; they seal your *memories*, protecting them from outside interference. It limits how much of your soul the hotel can "see". And in exchange, the rules guarantee the safety of your mind and soul, even in the case you end up failing your quest.

But, my dear Jumper... Are you sure you'll be satisfied with just that? Don't you want to do something crazy?

If you pick this scenario, the seal will be undone. **Ignore the normal Gauntlet rules and treat this world as a normal Jump.** This means that you keep everything that you bought in previous Jumps, and you start with 1000 CP.

**Additionally, ignore the origin-specific win and fail conditions. Instead, your objective in this scenario is to confront your past.** Everything you fought against, regretted, worried about, or failed at, you'll have to confront in some way or another. And I mean *all* of them. People from your past can return as guests. Rooms can morph to resemble locations you visited in previous worlds. Bad memories you lived through can replay again, over and over.

Even more, your very essence as a Jumper will seep into the hotel. Perks and Items from previous Jumps will manifest in the hands of hostile guests. Hollow copies of Companions will appear. Drawbacks will periodically hit the area like storms. The hotel itself will expand to accommodate all of this, breaking geometry itself if necessary. And Gregory and his family will become aware of your true nature, and will do their best to direct all this madness toward breaking your spirit.

If you somehow manage to complete this challenge, you will conquer all your inner fears and self-doubts, and you'll obtain a perfect knowledge of your inner self. Additionally, you'll copy the hotel's ability to connect itself to other worlds, essentially giving you a Jumper Spark.

Fail, and your fate is sealed – no “being resurrected and sent back home with everything that you bought so far” for you. If you're lucky, you'll *just* die without ruining your own world. More likely, your soul will remain trapped in the Hotel forever.