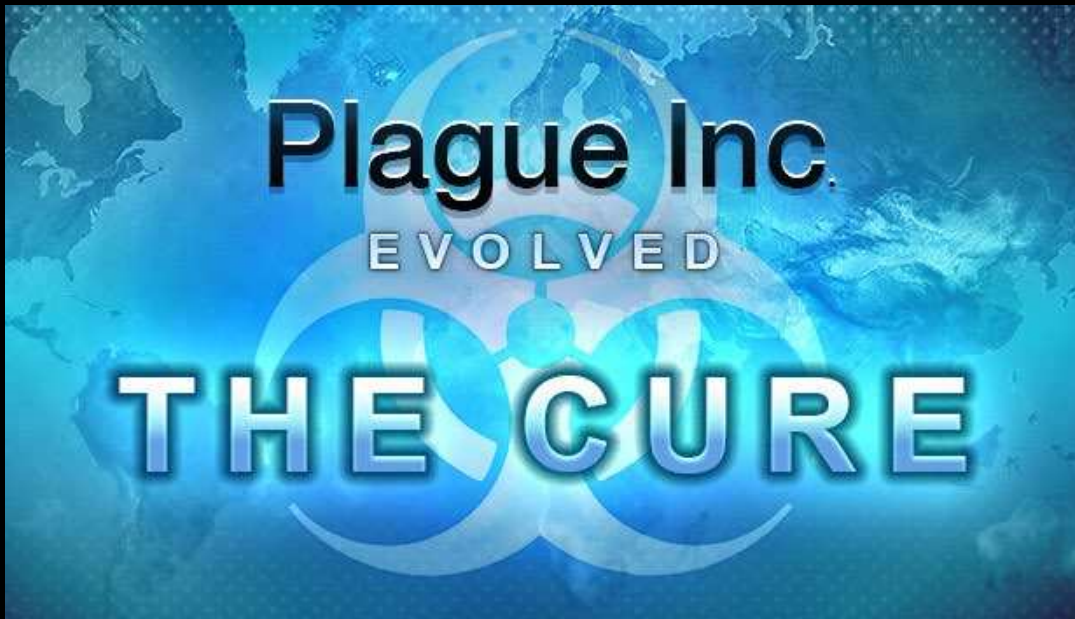


Gauntlet: Plague Inc. The Cure

By FancyFireDrake



Jumper put on a Mask, get some hand sanitizer and stack up on food and toilet paper cause where we are going that will be very necessary. Where that is? An infected anomaly. I'll explain:

This is a version of Earth much like the one I picked you up from. Though there is one twist. It will die. It will fall due to a Biological Apocalypse. And it will do that over and over and over.

This World is in a curious sort of Time Loop with many a parallel reality getting sucked into this anomaly. Within some time, as low as a couple days or maybe as long as several years, all of humanity dies to a disease. Many times it is just your average infection that suddenly seems driven by an Eldritch intellect to wipe out the rest of the World. Other times the disease is more supernatural, able to raise the dead or control minds.

Humanity has been wiped out, enslaved, overthrown and eradicated time and time again. No one remembers and it never stays constant, the Worlds infected always resetting to before the outbreak... only to be infected again by a new disease.

But sometimes... they also survive. For humanity doesn't just lie down and die. Against Zombies they pick up arms. Against Apes they try to persevere. And against a Disease they do what they do best... find a cure. This will be your Job for the duration of this Jump as you are inserted into one of the loops in one of the infected Worlds, Patient Zero having just been infected on the day you arrive. It is up to you to cure the newest disease and save humanity.

You think it will be simple? Think again. This anomaly of a reality is a Gauntlet Zone. Your Perks and Items are no good here. You will be stripped to your Bodymod and access to your Warehouse is impossible. Don't worry you get them all back. Furthermore death will not end your chain, merely make you move on. Don't worry about this World either in the event of failure. Even in death it will be reborn to continue the cycle of infectious apocalypses. Kinda poetic don't you think?

You start with 0 CP but can gain more through various means. You win the Gauntlet by curing the disease and when humans (enough for humanity to stay intact) that aren't you or your companions are alive by the end. Good luck Jumper, try not to get infected.

The Disease



Choose your opponent Jumper. What disease is currently a threat to the world and could lead to the extinction of humanity? Depending on which one it is you will have more at your disposal.

Be warned... this disease is unlike any you have ever seen. Every single one of them is capable of eradicating and infecting every human being alive. Furthermore, they seem to act more like an Hivemind. Usually a disease may evolve but these evolutions lead to different strains. When this disease evolves however each and every part of it is affected and undergoes the same mutations, as if it merely taps into its true power.

Choose one Disease to fight against:

Bacteria (Free): The Bacteria is the most common cause of Plague. It holds unlimited Potential and is a rather well-rounded disease as it doesn't possess any strengths or weaknesses. This also means there are no special treatments to offer.

Virus (+100): A rapidly mutating pathogen which is extremely hard to control. These mutations will only get harder to control and as its DNA gets more unstable so will the mutations.

Fungus (+200): Fungal Spores which struggle to travel long distances without special effort, but you never know where these spores arrive. A lot harder to contain and predict.

Parasite (+300): The Parasites... parasitic lifestyle prevents DNA alteration from everyday infection. It is especially effective in poor countries and making a cure for it is rather challenging.

Prion (+400): Now we are reaching the true Juggernauts of plagues. A Prion is a slow, subtle and extremely complex pathogen hidden inside the brain. It is shockingly infective, millions of people could be infected early on and its lethality rate is also high. Prevention of infection is vital. Its incubation time is also long however, meaning you have some window of time to act.

Nano-Virus (+500): Different to any other plague on this list. The Nano-Virus is an out of control, microscopic machine with a built-in kill switch. Instead of a 'Cure' your Goal is to create a 'Kill-Code' to shut the Virus down. Writing the Kill Code shouldn't take too much time... however it will be a race against the clock against the Nano-Viruses sheer killing capacity. Choosing this will make any Perks that deal with curing Plagues instead go towards finding solutions against computer viruses and nanites and the like.

Bio-Weapon (+600): The King of diseases. An Exceptionally lethal pathogen that kills everything it touches, the Bio-Weapon will give you an exercise in Despair and Self Loathing. It is incredibly unfair as the more countries it infects the more severe and infectious it gets. If it infects a couple dozen countries it might just be impossible to stop...

Special Disease: Necroa Virus (+600): One of the more unique diseases that will turn this into a Zombie Apocalypse. The Necroa Virus is unclassified with many possible sources. Perhaps a US company called Darkwater created it only to admit to their mistakes and do their best to combat it. Maybe the Ancient Egyptians managed to contain it in a Pyramid till Archaeologists unleashed the doom once again. Perhaps it is from infected Animals from Chernobyl or PfiGlax attempt at an AIDS cure. Early analysis suggests extreme regenerative abilities...

-Z-GONE (+300): Usually an organization known as Z-COM would rise against the threat and help defend humanity against the undead. This time however, you can't count on the added firepower as you work on the cure...

Special Disease: Neurax Worm (+600): Can you feel it wriggle inside of your head? Feel its whisper? This voice belongs to the Neurax Worm, a manipulative organism that burrows into the brain and controls the minds of the Hosts. It could just as well end humanity and kill everyone... or make the infected believe to be graced by a God.

It may feel like some Eldritch minds controls the disease at times. But with this one? That is undoubtedly the case with Trojan planes and infiltrations being constant fears. Can you outsmart the Worm whose whole purpose is enslaving minds?

-AFTERMATH (+300): You are too late. The Neurax Worm has won and enslaved humanity. Man worships the disease as their God and will see you as a Demon for trying to stop it. Can you kill this false God?

Special Disease: Simian Flu (+600): Genetically modified cure for Alzheimer's by Gen-Sys gone horribly wrong. It increases ape intelligence but is untested on humans. Can you deal with the Flu and the steady ascension of the Apes to intelligence?

-The Future is Bright (600): A Ray of Hope in the end times. With this alteration to the paradox Apes will by default be sympathetic to humans and not seek violent action. Cooperation and coexistence will be possible much easier than otherwise. You still have to deal with the disease though...

Special Disease: Shadow Plague (+600): A Sentient, mutagenic pathogen which Triggers a powerful thirst for blood! Its source is either Dracula himself, the world's deepest cave network or damage to Stonehenge uncovering a sacrificial pit. This disease is to the other special diseases what the Bio-Weapon is to the normal plagues. The Vampire can be a Monster in combat, enslave humans as his pawns and spawn lairs to heal.

-Templars Extinction (+300): Templar industries would, as soon as the vile Vampire reveals itself, rise against the unholy enemy. At least... they were supposed to as now no Templars exist, leaving the World's greatest defenders against the Vampire erased...

Custom Scenarios (+???): There are many more Plagues just waiting to be unleashed. If none of the options I present to you sound like Infectious Adversaries you wanna deal with you are free to instead make a proper foe up. Depending on how your chosen disease compares to the given options it may range from being Free to giving you up to +600 CP should they match the danger of a Bio-Weapon, Neurax Worm and similar. You may not try to pick a Scenario that would make things easier

than Bacteria would. The options here are vast. Wanna fight against a disease that regresses people into Neanderthals? Or see what a disease type might do making people 'Beyond Human'?

In case you need some inspiration I hear that something called Covid-19 is in need of some precise cures up its viral ass.

Difficulty

It is possible that some Versions of Earth are better prepared for this threat. Some alteration to the timeline might make things easier... or exponentially harder.

Casual (200): A World of full international cooperation, with people who enjoy wearing masks and merely clapping can drive a disease away.

Normal (Free): The average difficulty and a more realistic take on a Pandemic. Politicians are vaguely competent and most people listen to experts. The healthcare system might be unprepared for a disease of World ending proportions though.

Brutal (+200): For strategic geniuses living in concrete Bunkers. Sick people inject themselves with disinfectant, leaders ignore science and doctors are arrested for reporting the disease.

Mega Brutal (+400): Okay at this point I am convinced they actually WANT to die! Sick people are given hugs, everyone believes in Fake News about the Virus and Doctors seem to rather play some popular App all day rather than actually work.

Drawbacks

Marathon (+1000): By choosing this you will be stuck in the time loop for longer than intended. **YOU WILL NOT RECEIVE CP FOR CHOOSING A DISEASE BY PICKING THIS OPTION** and you will not win the Gauntlet until you have defeated every disease. You can call it quits after the Bio-Weapon... though if you like you can still try to take on the Special disease like Necroa Virus. In that case you still won't get CP for Disease type BUT can gain additional CP by picking the Alterations like Z-GONE and AFTERMATH.

Depending on how far you get more rewards may be on the way...

Mild Symptoms (+100): You will be stuck with a small disease for the duration of the Jump. It is not the deadly pathogen plaguing the World BUT it will give you a constant irritating cough and sneeze. When the Plague gets loose and becomes public knowledge, chances are people become anxious around you.

Genetic Mimic (+200/+300): The Disease is simply a bit/a lot harder to cure than it normally would be. If you would only rely on the Perk **Flatten the Curve** you would need three years instead of two to give a number. If taking the +300 variant it would be four years instead.

Catalytic Switch (+300): It appears the Disease is quite the fighter. Any attempts at curing it, if done so when the Cure is not at 100 % completion so to speak, seem to improve it somehow. As if it gets DNA Points from these attempts. Considering that you'll probably require some trial and error to find a cure...

Two For One (+300): You will have to deal with two diseases at once. This will not give you the extra CP Stipend for another Disease type. Best of luck.

Infected (+400): With this Drawback you'll be infected early on by the disease. Rest assured that you won't die unless the rest of humanity dies... but it may be preferable when the symptoms worsen, and it should go without saying that the Cure will be harder to work on like that. That's not even considering what the Neurax Worm or the Shadow Plague might do with you and your efforts.

Papa Nurgle's Blessing (+600): Uh Oh. That... is a problem. It seems like a Nurgle Cult has arrived on this World. They absolutely love it here, see it as a Paradise designed by their God and will do their best to spread the disease, recruit infected to their ways and try to stop any working on the Cure.

Origin

Researcher (Free): The one thing you can be in this World. You are a Researcher of diseases and head of a small Force against plagues. You have little more than your HQ, your Team and intellect geared towards fighting these small Terrors. However with some good words you may be able to get support from other Countries for your cause.

Perks

There are no Discounts for this Jump

Flatten the Curve (Free): It would be pointless to let you enter this Jump without the proper means to defeat your infectious enemy. You get enough academic knowhow in Biology and Virology to be able to make a cure to any of the named disease within... let's say two years, assuming it is just you with no funding and the likes. However, doing so would require that the World is still standing after that time.

Supply Chain Mastery (Free): It would be a shame if, after you found the cure, you couldn't actually get it to everyone. This is where this Perk comes in. You have a Fiat backed mastery of Supply Chains. If you want something to go somewhere it WILL get there. This will also allow the Cure you made to actually be made in the quantities needed. As soon as it is finished you can count the Cure as distributed and the Disease as eradicated.

Communication is Key (100): With this Perk you get fluent understanding of any language in a Jump you're in. This won't apply to any languages that give you power like Thu'um in Skyrim but the kind of languages that are merely used for communicating are yours. This should make it easier to rally support.

Leadership Qualities (100): Considering you are about to be the Head of an international health organization you might need the proper skills should you not have them already. You have a talent for leadership with this Perk, able to direct tasks to the best suited individuals successfully and have the basic knowhow in running any organization.

Recruiting (100): You have a sense for who would help you best in your various exploits. You have a feeling what country to travel to for the most aid for example. With enough support even a deadly Virus should be child's play... right?

Sanitized (100): In a World filled with disease and plague I don't want you clutching to hand sanitizer like it's your only salvation. Basically this will act as an Anti-germ effect. Surfaces you touch will always be clean, you will never have the need to shower and always be fresh and you won't have to worry about someone coughing on your meal. This should make it much harder for you to be infected... though not impossible.

Quarantine Measures (100): It's best to be proactive. Just because the Cure isn't there yet doesn't mean there is nothing that can be done to ensure the Disease is slowed down. You have vast knowledge on such means, Quarantine measures, when it is for the best for people to barricade themselves in doors. This even extends to Border control as well as Air and Water transmission.

Expert Opinion (100): People... hopefully... listen to people who actually know what they are doing. You are considered a trustworthy voice in the Medical area. Post Jump you can decide what domain you are an expert for. However unless you actually know what you are talking about, expect real experts to disprove you soon.

Progress Meter (100/200): Its best to know when you are done so you don't waste time improving on perfection. This Meter will tell you how close you are to finishing the Cure. Once it reaches 100 % you can rest assured that you were victorious.

For 200 CP instead this will work on any task you assign the Meter to. It could be 'Achieving World Peace', 'Dismantling that Religion', 'Killing a God' or anything really, even something as simple as 'Romance the Cute Girl'.

This won't tell you anything regarding what you need to do but you will know how close you are to Victory.

The Big Three (100/200): Infectivity. Severity. Lethality. The Unholy Trinity of diseases in this World. You know all that talk about knowing the enemy. Well with this you can look at a Disease and instantly identify these three stats.

For 200 CP instead this will work on all beings as well in Future Jumps. In this case the three stats will be, Leadership (or otherwise ability to rally people to their cause), Perseverance (how difficult they are to defeat) and Lethality (how big their kill potential is and how many people they have already killed).

Found You (200): You have a knack for finding threats to humanity before they become impossible to stop. With this Perk you would find that god forsaken disease before it will leave the Country... let's say 8 out of 10 times. Tracking down Patient Zero and how the disease spreads will be well within your capability as well.

Drone Strike (200): When it comes to dealing with enemies that come in masses a well-placed Drone Strike might just change everything. You have ties to forces commanding armed drones and can ask for back up at any time. However they might need these Drones for their own so ask to often and they may not listen. You can count on one Drone Strike per Jump though.

Starting Country (200): Many have a Country they swear by for their purposes. Maybe its because of their size, their natural environments or their means of crossing borders. You may select now one Country. This will feature your base of operations and any progress you make in this Country, be it to defeat the Plague or better the country in some way, will be achieved quicker and leave better results than normal. Post-Jump you may pick a Country or similar at the beginning of a Jump to apply this Bonus to.

Money Machine (200): These millions of dollars won't do you any good on your death bed. Diseases don't care about rich or poor. So maybe the money can be used towards a good cause instead. The more money is being thrown at a problem, the better the efforts to solve it. If you are the one receiving or spending it matters little.

Stop Watch (200): Every second can count in this catastrophe. You can at will summon a Stop Watch of sorts that only works for you. It won't be material and only really in your mind though. You can at will 'Stop Time' during which you won't be able to do anything other than think though. You can restart time as you will however with hopefully a good strategy. You can also 'Skip Forward' in time, by default one day per minute. During Skipped Time you still won't be able to act though but I am sure you can find some use for biding your time.

Funding (200): Can't save the World with no means. You have a knack for getting Funding for your Projects and mobilizing those who have money to your cause.

Extreme Measures (300): What is the life of a few people compared to billions? When the End is upon us we need to act or be wiped out. In these times... one needs to be strong and do what needs

to be done. You won't like it. You won't WANT to do it. But you will realize when it needs to be done and will be able to go through with it, with no guilt on your soul if the act was TRULY justified for the greater good. Doing such necessary evils WILL be effective than and not for nothing.

Expectation Management (300): Sometimes saying 'Yes we won't be able to save everyone' can actually be helpful. You know how to deal with the Expectations of the masses, the politician and the civilian alike. You know how to make them understand the logic behind your actions and know how to deal with panicked people and how to make them understand. This will essentially help you not lose control or 'authority' as you would call it.

Contagious Cooperation (300): You know what they say about too many cooks ruining a meal? Well for you that will not be the case. The more people you rally to a cause, the more offer their help and work with you, the more effective your efforts will be. Assemble the aid of a whole World, get the aid of dozens of laboratories, and you might just avert Armageddon.

United (300): Man united can do great things. One of the most inspiring things in this World is that just about every time EVERYONE that can will come together to save the World. You have a talent for uniting people to one cause... if said cause is great enough.

Cure Master (300): And this is the 'Flatten the Curve' Perk on Steroids. Even Nurgle himself would fear your capabilities. Your gift in dealing with diseases is nigh Transhuman, allowing you to find a cure for every disease on the list in the span of a year. And that is without any other Scientific geniuses or funding.

Against the Wall (300): The End is nigh. Desperate times call for the best in all of us with no room for mistake. The more desperate a situation is, the more competent you are as a result. This will not enhance you but what IS there? That will be at full power.

Immunity (500): The Holy Grail of Perks in a World like this. You are Immune to the disease and your Blood has Antibodies that are surprisingly effective at dealing with the pathogen. You can not die to it or be infected by it and your blood will surely be helpful in finding a Cure. However this is only you and you will still lose the Gauntlet if the disease wipes out or enslaves anyone else. This also won't stop someone from simply stabbing you.

Declare Armageddon (600/Discount with Bio-Weapon): There is NO TIME for discussions while the world is ending! Humanity faces an extinction level threat and whatever petty squabbles some have need to be delayed! When you step in front of someone to warn them or fight a greater threat, no matter how strong, ignorant or WHAT they even are... they will listen. They will listen, realize the weight of your words and help you, unless the extinction of everything is something they want. This Perk's effect in such is absolute and they will respect your Authority when it is the Truth that you are here to help and simply let you do your Job. What makes this better than **Unity** is that with Unity they may still doubt your words. With this they will see the Truth. Buying both will make the effects Stack.

Defiant Defenders (200/Requires Necroa Virus or Simian Flu or Shadow Plague): Ever heard of the Hydra? When you cut off one head two more rise in its place. It's an enemy that just won't die. Much like you and your forces. Only instead of recovering you become more tenacious. Any attempt at defeating you makes you more resistant. One of your bases falling will make the others harder to topple. Now get out there.

Troja's Downfall (200/Requires Neurax Worm): Troja fell to an enemy passing the Borders, much like how humanity can fall if the disease crosses the borders of uninfected countries. It's even more worrying when we are dealing with diseases that can control the mind. You have an eye for

identifying any beings that are being 'controlled' in some way. Be it due to mind control, some higher power, supernatural charm etcetera, and can teach others how to identify such things.

Rest In Peace (200/Requires Necroa Virus): To think the Undead would be walking among us. All because of one Virus. Well you may face such creatures again one of these days so why not offer you something against it. This is basically the Anti-Zombie perk. Any efforts you make against Zombies, be they to kill them or cure them, will be strengthened and amplified. Let them finally Rest.

No Wormfood (200/Requires Neurax Worm): This pathetic Worm wants to control your mind!? HAH! You laugh at its small face. The Neurax Worms mind bending abilities have no hold on you. Neither do any attempt to alter your mind against your Will. This won't do anything against other Symptoms though.

Apes Don't Want War! (200/Requires Simian Flu): Man were once merely Animals themselves. What right do they have to look at Apes that learn more than usual and freak out? It is good that you are able to build such bridges. You have a knack of interspecies peace brokering with even the more conflict fuelled and spiteful beings. Play your cards right and you may just craft a brighter Future.

Face the Darkness (200/Requires Shadow Plague): Beings of Darkness have no place in this World! This Worlds enemies are most often on a microscopic level but beings of the Night... Vampires... too may be your opponent. Any of your efforts against such beings find themselves better, stronger, more effective. Let there be light!

Items

Tablet (Free) Over this handy tablet you can take care of any your organization related needs. With the push of a Button you can order someone to go to Italy for relieve aid or to Brazil to track down some infected. With a visually appealing interface you can easily take care of such means and not the mountain of Emails you'd have to send.

Trophy Button (Free): This list you can access archives all notable accomplishments you have achieved in your chain. This could be things like 'finding out the source of the problem', 'defeated an enemy' or anything really. Bask in your achievements and feel yourself compelled to do more.

Ear Worm (Free): No not the damn Neurax Worm this time. This Perk gives you all the Plague Inc. themes, both Fanmade and official, to enjoy whenever you like.

Laboratory (Free/100/200/300/400): Your HQ during your time in this World. It has enough resources to last you a month without any new food, however for an additional 100 CO it has a refuelling Food Supply alongside Water and electricity, allowing you to be self-sustainable.

It has a Laboratory that has all you need to make a Cure and for 100 CP it will be one of the state of the Art Labs by Earths standards. For another 100 CP it will be a Strategic Bunker, rather hard to get into without authorization by say... Zombies... or Apes... or Mind Controlled Worm worshippers. A Vampire might not have that much trouble, as would hordes of Zombies. Though for another 100 CP it will be on par with the defences of Z-COM and the Templars.

In this Jump the HQ will be at a location of your choice. Post Jump you can attach it to your warehouse or insert it in a place of your choice in the new Jumps World.

The HQ is also allowing you access to a small group of people that serve as your response Team over which you are in control of. Post-Jump they function as followers unless imported.

World Map (200): An interactive Map showing the World. It shows any means of transportation that is currently happening like Boats and Planes. It can even track infections and the current disease assigned to it, where it pops up and in what state the country infected is in.

A Hope (500/1000): The Cure is the Last Hope of Humanity... and this time they have a head start. This is the Cure you need to make to win. And the first groundwork is made...

At 500 CP this Cure will be 25 % done. At 1000 CP it will be 50 % done. Now its just to finish it.

Companions

Your Task Force (Free/100): For free you may Import up to 5 companions. Additional companions can be Imported for 100 CP per Person They get half the CP you get after counting everything, through drawbacks, disease type, difficulty and so on. These will become your allies in dealing with this Disease.

They get a role as Advisor and post jump they can be Imported as a Group companion.

Praise Pravus! (Free): This man is a Master of Strategy Games and seems oddly familiar with this Worlds secrets. He is a pretty fun guy to be around and has a YouTube channel with a decently large and devoted Fanbase. He will offer you all the advice he can if you are willing to ask him, when it comes to finding the Cure or dealing with the Fall out of the disease on the World. If you want, you can get him to come with you.

Gauntlet Rewards

If you succeed in this Jump you get all you have bought to keep. Not only that but depending on what exactly you were up to here you get some more rewards upon Victory.

Plague Inc. Phone: A well working phone having the Plague Inc. App downloaded with all features available. In case you're not sick of diseases yet why not spend some time playing?

Defeated Plague: To the victor goes the spoils. A final strain of your defeated disease is yours to use however you wish, safely inside a cryo-unit that only opens at your will. With it comes the Cure you created to stop it in the first place. Should you... for some reason... want to unleash it on some World you would be able to control the outbreak via the Plague Inc. phone.

Z-COM and Zane/Zoey the Zombie (Requires Necroa Virus): Putting an end to the Zombie Apocalypse would mean the end of the Heroes who saved humanity. After announcements were made regarding the threat being contained, they would turn to you. This World may not have Zombies anymore but there may be other places where humanity could use a hand with inhuman enemies. Say the Word and they will go with you.

Not just that but it seems one Zombie somehow stayed alive and showed themselves after the dust settled. However unlike their brethren, they are fully in control of themselves and don't seem to need Brains or the like. Knowing this Zane/Zoey (you are free to decide which version exists or doesn't exist) would like to ask you to let them join you. There has to be some world for a sane Zombie right?

Neurie, Jumpers Little Helper (Requires Neurax Worm): Aww what a Cute little Worm! It appears after you cured the World from this insidious infection, a new version of it appeared. This one however has no other allegiance than wanting to be friends with you and is 100 % guaranteed not to betray or be turned against you in any way. It is actually pretty adorable, will not cause any (unwanted) damage, pain or discomfort to infected and seems to be great friends with Santa Claus and a fan of the Holidays. It even saved the World from a Funless future at the hands of a Joy Hating dictatorial regime a few times! It can lay several eggs which will hatch and grow at record speed, letting you have a Worm Hive Mind of friendly Christmas Lovers.

Should you let one of these Worms enter your mind you will not be controlled but instead take control of infected in the Worms stead, though are also able to simply communicate with other infected.

Gen-Sys Laboratories and Caesar (if achieved Peace with Apes)(Requires Simian Flu): The Gen-Sys Laboratories were the ones to blame for the Simian Flu, having aimed to create a cure for Alzheimers. After you helped them fix their mistakes, their laboratories may come with you on your Journey.

However if you not only saved humans from the disease but from the Apes in a peaceful manner that allows for coexistence, this intelligent Ape called Caesar will want to seek you out. He is the Patient Zero of the Simian Flu, with a mind matching that of the greatest human geniuses. Caesar will happily join you on your Chain, his blood still holding the Key to give Apes beyond this World intelligence coming close to his.

Templar Industries and Docile Bat (Requires Shadow Plague): After striking down the Vampire, or perhaps even Vampires, and putting an end to the infection the Templars will thank you for your cooperation in ending this Sinister threat. Realizing there are more of these dark creatures in Worlds beyond this one, they will beg you to let them join you in order to save more innocents from their clutches.

Curiously despite the eradication of the Virus there is still a way for a Vampire to exist... with the help of this docile Bat that seemed oddly fond of you. By letting it bite you, you would be infected with the dominant strain of the Virus, becoming a Vampire as well with all the abilities the one you slayed has. The Templars may not be as happy about such a thought however... though who knows perhaps you can justify it as 'Be the Monster to Slay the Monster'.

The Emperors Favour (Requires Papa Nurgle's Blessing): Maybe there was more truth to the Cults Words than expected. As you free this World from the disease the Cult, whatever is left of it, fades away in a blast of pure golden light and you hear a voice in your head. You pass out and next time you awake you are capable of summoning a light, burning away rot, decay and anything that resembles the Warps corruption with the Light of the Anathema. The Emperor Protects.

Plague Chan (Requires Mega-Brutal): *Why hello there! Gotta say you really left your mark on this place! Well done I don't think I ever saw someone THAT good at taking down diseases. I mean there might be one guy but you might actually have him beat or be his equal. Hihi~ Say... you don't mind if I come with you do ya~?*



...Huh. Interesting. It seems the anomaly that affects this World has perhaps gained a conscience. Or is she a side affected of all the Plagues? Who knows really. This is Plague-Chan. She is in a way the embodiment of Plague Inc. Or maybe a manifestation of this Worlds effects. She is a fun loving girl with a love for strategy games, a sharp mind and deep respect for good strategies. Fascinated by your victory she wants to come with you. She is actually pretty fun to be around and is not a bad person. At worse she might be a little removed from morality (side effect of nothing in this World ever sticking). She is a master of crafting diseases and curing them, like an unholy Child between Nurgle and Isha. She has all the Perks and Items in this Jump and keeps the diseases as pets the size of adorable looking puppies (don't worry she won't let them infect anything you don't want to).

The World (Free, Requires Marathon): When you have faced this World with everything it has to offer, all the twisted diseases it has to offer... than maybe you can free it from the cycle of death and rebirth. As the final disease falls to you the anomaly itself is eradicated... and the Planet free. Once that happens, you can take the Earth with you on your Journey.

...In fact this Earth may or may not be sentient as a result of all the anomalies going around. It can create an Avatar of sorts, calling itself Earth Chan. She's a pretty nice girl and, for all the damage humanity might do, actually likes everyone living on her.



THE CURE (Requires Marathon of ALL Disease Types and Mega-Brutal): Well colour me impressed! You have done it Jumper! You have faced everything this World had to throw at you and was victorious! So let me give you a reward. The only reward worthy of such an achievement. The Cure. Not just A Cure. **THE Cure.**

This vial of blue liquid holds an infinite amount of liquid inside it. This is THE Cure. Any disease, no matter its origin, purpose or kind can be cured by it. No leftover side effects, 100 % safe. Should a virus have any beneficial effects you don't want to wipe out when curing the infection, the positive effects will remain while erasing any downsides. Even a computer virus can be cured this way... pour it on top of the infected device in that case. Even better when you use this Cure on one instance of the disease any other version will be destroyed in the World you are in and drinking it will grant complete Immunity to disease. You have defeated the best of diseases at insane odds. Never let such microscopic terrors plague you again.



Choice

Well your time here is at an end. What now?

Go Home: Getting a little Homesick perhaps? I know just the Cure. Time to get you back home my friend. Thank you for the Wild Ride.

Stay: You saved this World from certain Doom. Maybe that makes you attached to it. You will stay here with all you have gained and my thanks for playing.

Move On: We're not at the end just yet. Move on to the next Jump as usual.

Notes:

-Shout-out to my muse for this Jump, my White blood cells that successfully eliminated the Covid-19 infection in my body with extreme prejudice. You guys are the best!

-**Two For One** lets you still pick what Diseases you have to deal with however you only get the CP for the higher rated disease. You could for example take on both the Bio-Weapon and the Neurax Worm. This would in full give you 900 CP to spend and not another 600 CP on top.

If taken with **Marathon** it gives you 1300 CP to spend. You will however have to for every round take on two diseases at once, but this will also lets you tick of both diseases at once. You wont have to do Virus or Bacteria again after doing them both at once for example.

-**Praise Pravus!** Refers to a Youtuber and a bit of an Icon in the Plague Inc community. He is pretty good at these types of games and pretty fun to watch I can recommend his videos.

-Considering this is a Jump where a Nurgle worshipper would be right at home, I felt like it would be a fun reference to somehow include him, resulting in the **Papa Nurgle's Blessing** drawback and respective Reward.

-I found the Picture of Plague Chan on the Reddit threads for the game and just had to include her. Don't worry she wont infect everyone the second you take your eyes of her. She is pretty friendly overall and is just as good at curing things and just wants to have fun. She's the embodiment of the game after all. And when I was already there I figured I might as well include Earth Chan.

-No I am not going to make a Version of this Jump that would allow you to play as the Virus. This whole Jump is partly inspired by my petty attempts to get back at my Covid-19 Infection so that would defeat the whole purpose. Sorry to any Nurgle Jumpers. Only I'm not sorry. Nurgle is the most terrifying of the four for me. In case you wanna prep for 40 K this Jump is for you.