



**Last Asylum: Plague Jump
v0.1**

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One Sanctuary. One Doctor. One Last Chance.

In a world plagued by a supernatural pandemic that mutates the living and raises the dead, the last bastions of hope are special doctors armed with both supernatural healing abilities and scientific knowledge who team up with powerful warriors and take charge of small, rat-plagued communities. A strange foe armed with supernatural abilities; the Black Wizard, is determined to bring the world low and is at least part of the influence behind the apocalypse that has isolated the disparate communities that have survived the undead catastrophe.

For the next decade you will be tasked with surviving the apocalypse. Your role in the apocalypse is up to you, but the world you are entering is not a safe place for the weak. You could be a light in the dark; a skilled doctor with the occultic and scientific knowhow needed to understand how to fight back against the apocalypse. Perhaps you're a gifted warrior with the martial skill needed to brave the wilds and begin the indispensable work of expanding the sanctuary that has given you succor. Or maybe... Well, maybe you're part of the problem: an impossibly powerful, foul, black wizard whose necromancy has played a role in empowering the monsters that roam the remains of civilization? One way or another you'll be in for an interesting time as you do whatever it takes to survive and maybe even tame a small slice of the world.

Take 1000 Asylum Points to fund your adventures.

Author's Note: *This jump is for the game Last Asylum: Plague which is a survival and city-building strategy game by 37Games. The world is beset by rats, zombies, and the survivors of the end of days who are sometimes every bit as opposed to each other as the Black Wizard at the heart of this happens to be. In the game you play, primarily, as a doctor who over the course of a few hours goes from being a refugee fleeing the looming*

apocalypse to being the head of a small town, overseeing the town's expansion and working with a slowly growing cohort of heroes who help lead a charge into the wilderness, pushing back the closest victims of the apocalypse who have been transformed into unearthly and undead monstrosities. This game combines gacha, base-building, and other elements into a surprisingly cohesive, robust whole.

Starting Location

Your origin determines your starting location. Doctors start just outside of an old, mostly abandoned town. Heroes start in the wilderness though they can see smoke rising in the distance. Black Wizards start in a lair they can call their own, which contains a number of zombified monsters that obey their commands.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

All origins are drop-in compatible.

Plague Doctor [Free]

Plague doctors are the individuals who are the central keys to pushing back the apocalypse. These people are medical experts whose tactics combine cutting-edge science with true supernatural power. Plague doctors are also curiously skilled at delegation, able to both train successful assistants and coordinate towns to such a degree that after a while many become at least somewhat self-sufficient!

Hero [Free]

Heroes are the brave individuals who volunteer to forgo what little security is offered by the walls of a town and venture into the wider, darker, wilder world. These skilled people wield powerful weapons, unleash devastating skills, and lead troops against the shambling hordes of the Blight, hoping to someday uncover the cause of the apocalypse and bring it to a premature end. Or, barring that, at least create a world worth living in.

Black Wizard [Free]

A mysterious force is introduced early on in the story of the game; a powerful magician who commands the dreaded Rat King. The Black Wizard is a pale man with sharp, knife-like ears, who radiates an aura of dread. His foul sorceries allow him to control the rats that spread the Blight, and he commands a legion of enhanced, exceptionally monstrous minions as well. Selecting this origin may well doom this world, since it may well double the number of foul necromancers plaguing this land.

Perks

Origins get their 100AP perks for free and the rest are discounted to 50%.

General [Undiscounted]

City-Building [200 AP]

Sample text

Star System [400 AP]

Stars are a curious upgrade mechanic present in the world of *Last Asylum* that exist, in some capacity, in-universe, with characters discussing stars amongst themselves and talking about the fact that getting stars actually allows them to do things like be better at their jobs and push buildings to new heights.

In the game stars are attained primarily when the plague doctor expands the sanctuary, gaining new places in which he can do his duties and save people from both mundane sicknesses and the Blight. By purchasing this perk you gain access to a personalized star system that awards you stars when you execute tasks related to your origin (if you're a plague doctor then you get stars when you expand the sanctuary and heal people, if you're a hero you get stars when you defeat foes, if you're a black wizard you get stars when you spread the Blight, be it directly or indirectly through rats, undead, and the like). These stars give you upgrades and rewards that are keyed to your origin (as well as past origins if this isn't your first jump and future origins in new jumps). These upgrades allow you to heal people more effectively, improve the sanctuary in new ways, improve your rate of resource gathering (even indirectly, such as giving businesses you own an improvement to their ability to generate income).

There is no limit to how many star-based upgrades you can get, but each time you get a star it takes a little longer to get the next one. Each origin you have or get gets a distinct star-based pool of upgrades that revolves around the origin in question (and getting stars related to that origin starts off pretty easy, and scales in difficulty linearly) and gained upgrades persist across jumps and are independent of equipped altforms.

Plague Doctor

Health Aura [100 AP | Free for Plague Doctor]

The plague doctor radiates an air that causes rats to naturally shy away from him. In truth this is attributed to a powder he keeps on his person, but in your case you actually do have an air that improves health around you, particularly when it comes to pushing sicknesses and the like away (passively improving your own resilience to illnesses and the like, as well as improving the resilience of your allies to illnesses and the like). People around you feel better more easily, get stronger faster, and when they heal from sicknesses or injuries their overall health improves. Every time an ally around you heals, be it from a sickness or from an injury, it gets a little bit harder for them to get sick (particularly with the same sickness) or injured.

Doctor Delegator [200 AP | Discounted for Plague Doctor]

You are an exceptionally talented delegator. You understand how to manage people, and you are capable of managing an entire town unaided. You're even better when it comes to teaching people facets of the work you do, with you able to train someone to be a nurse in hours if you're a doctor. When you delegate tasks to people you find that you can sense where they would be best, how they compare to others who might do the same job as them, and when you assign people work they get a bonus to their effectiveness that scales to match the authority you have over them (so if you directly assign someone to be a farmer and you are a mayor, or the equivalent of a mayor, they get a bigger buff than if you do it and happen to own the land they are farming).

[400 AP | Discounted for Plague Doctor]

Punisher Of Pandemics [600 AP | Discounted for Plague Doctor]

Ah so you're *the* doctor. How exciting! This perk gives you healing skills, abilities, and knowledge on par with the protagonist, the plague doctor. For an example of some of these skills, the plague doctor knows how to mix herbs together so that he can create smoke which repels infected rats; he has the medicinal knowledge needed to stop Celia's infection and completely cure the Blight using the blood of the giant Rat King, and he has the supernatural abilities needed to halt the deterioration of the hero William's health while he comes up with a herbal remedy to fully heal the hero.

You are a natural foe of plagues and pandemics. Not only do you know how to at least mitigate and begin to combat any and all sicknesses, including both unnatural and supernatural ones (and this updates in future jumps), you are capable of creating full treatments that take a given disease and turn it into something good for the people you're treating! This is similar to how the plague doctor creates antitoxins that strengthen those who he administers them to, which you are able to use the Blight to transform even regular people into powerful warriors that the undead struggle against. Additionally the more you combat a plague, pandemic, or what have you, the easier it becomes for you to fight back against it on larger and larger scales, with you gaining significant knowledge on how to halt its advance, weaken it, and fully treat it with every patient you even check up on, and you get exceptional knowledge every time you successfully treat someone. Every time you treat someone, it becomes much easier for

you to treat someone suffering from the same sickness in the future, requiring less time, less energy, and fewer resources, allowing success to build on success.

This perk also gives you the skills needed to be a direct healing hero, if you wish to take to the battlefield yourself. Your skills, including your auto "attack" can heal those they hit, allowing your friends to stay on the battlefield for longer and fell more foes. The active abilities you get via hero progression are abilities that strengthen and heal your allies, weaken and debuff your foes (including dealing damage to them over time). You count as a warlock, as far as the hero faction triangle goes.

Hero

Heroic Classification [100 AP | Free for Hero]

Equipment Expert [200 AP | Discounted for Hero]

Saintly Slayer [400 AP | Discounted for Hero]

Heroes have a rather curious, though never explicitly called out ability, in this world. When they stop their foes and liberate places from the grips of the dark plague that threatens to scour the land of life those places gain a quiet resilience to the undead and the mutated animals that carry the plague. You now retain a version of this ability, one that is fiat-backed to follow you along your chain.

You are the sort of hero that people bring along when they want to establish new communities or reclaim lost ruins. When you defeat monsters, the undead, or even just bandits occupying a place it becomes harder for other monsters to come where the blood of their peers and kin was spilled. This is temporary, but it lasts for days at a minimum and becomes permanent if someone begins the process of either reclaiming and rebuilding what was once where you've fought or just begins the process of taming the land and erecting civilization on top of it. Enough Blighted beings, bandits, or any other sort of foes can overcome this, but even if they do they are left weakened while they try to reclaim what you've conquered.

All Or Nothing [600 AP | Discounted for Hero]

Sample text

Black Wizard

[100 AP | Free for Black Wizard]

[200 AP | Discounted for Black Wizard]

[400 AP | Discounted for Black Wizard]

[600 AP | Discounted for Black Wizard]

Sample text

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 AP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Plague Doctor

[100 AP | Free for Plague Doctor]

[200 AP | Discounted for Plague Doctor]

[400 AP | Discounted for Plague Doctor]

Sample text

Hero

[100 AP | Free for Hero]

[200 AP | Discounted for Hero]

[400 AP | Discounted for Hero]

Sample text

Black Wizard

[100 AP | Free for Black Wizard]

[200 AP | Discounted for Black Wizard]

[400 AP | Discounted for Black Wizard]
Sample text

Companions & Followers

Companion Import/Companion Creation [50-200]

With this, you can spend AP to import companions into this jump, giving them 600 AP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 AP per person you do this for, or you can spend 200 AP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 AP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 AP]

This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Leave When The Plot Ends [0 AP]

This toggle allows a jumper to end their time in a setting when the events of the setting's plot are resolved. This can be via the jumper playing a part and achieving a canon ending, or in some other way, significantly resolving the plot and conflicts of the series.

Self Insert [0 AP]

Extended Stay [Varies]

For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 AP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

[100 AP]

[100 AP]

[100 AP]

[200 AP]

[200 AP]

[400 AP]

[400 AP]

[600 AP]

[600 AP]

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-Changelog: This document was created on June 24th, 2026. A WIP of this was shared on various places, such as Reddit, SpaceBattles, and Discord, on June 30th, 2026.

-This is another jump for a tablet game.