

Island of El Dorado Jumpchain Gauntlet

By heridfel; version 0.3



"The year is 1589 and the world is thirsty for gold. Legend has it that somewhere on the vast ocean lies the island of El Dorado, where gold flows over the hills. Brave explorers set sail in search of the mythical land and their ships find themselves on its shores. They begin to search and discover that this place holds much more than gold. It hides four mysterious shrines of untold power. As the explorers race to control the shrines, they feel an ancient energy begin to surge within them. Only one can control all of the shrines and rule the island forever." - Introduction to "The Island of El Dorado" Board Game

Welcome to the Island of El Dorado. You originally came here with a crew of soldiers and villagers, seeking to acquire valuable resources such as gold and lumber on behalf of your king or queen. But when you learned of the mysterious shrines which offer mystical power to those who make offerings to them, your priorities change. When the gauntlet begins, you are somewhere on the shore of the island of El Dorado along with your trusty crew.

There are three other explorers competing with you to be the first to control all four shrines. The four of you have made a gentlemen's agreement – if an explorer should find himself or herself defeated in battle, either by another explorer or one of their armies, ransom will be given – approximately half of the defeated combatants' resources – and that explorer will then be allowed to go free. You may choose to break the agreement, but you are then no longer protected by it.

Even before you make an offering at any of the shrines, the island of El Dorado has left its mark on you. This is known as the island's basic blessing. While you are on its shores, your strength, fighting skills, and luck in battle improve so that you alone are an even match for a small group of soldiers. Each island shrine at which you make an offering grants you control of that shrine, increasing this blessing linearly (i.e., controlling one island shrine makes you a match for twice as many soldiers as before, controlling two island shrines makes you a match for three times as many, etc.). But be warned, the other explorers have gained this same benefit. To make an offering, you need to spend a substantial amount of food, gold, and lumber – essentially, enough that you could have built two farmhouses and supplied two groups of soldiers or villagers with food.

Lastly, one of the four shrines is hidden underground, amidst twisty passages with dangerous thieves, a tiger, and a giant. While the island's three surface shrines are mighty pyramids, this cave shrine's power is contained within a simple wooden chalice. You need not make an offering to control this shrine: carrying the chalice provides you with control of it, and it is twice as powerful as one of the surface shrines. If you should fall in battle, the other explorer or army will claim it from you.

You are reduced to your Body Mod and lack access to your Warehouse for the duration of the gauntlet. Each round of the game represents a week of exploration, construction, and resource gathering. While your soldiers and villagers can gather resources or fight against other threats on their own, they need you to lead them in exploring the island or doing any substantial construction. There are three other explorers seeking to gain power from El Dorado. Barring ill luck on their part or skill on yours, someone will succeed in controlling all four shrines within about 12 weeks. If you want to succeed at this gauntlet, it had better be you.

You gain 0 Conquistador Points (CP).

Signature Perks

If you want, by taking one of the following Signature Perks, you may also take on the appearance and gender of the associated explorer. This is entirely optional and does not provide any additional mechanical benefit.

Laffite the Pirate (600 CP): Gathering resources can be hard work. Why not just take resources that others have gathered instead? Each week, you have a 50% chance of stealing gold, food, or lumber from one of the other explorers' camps, and a 5% chance of stealing either twice as much from one explorer or the usual amount from two different explorers.

In future jumps, you'll find it easier to give yourself a five-finger discount on any small items that aren't rare or unique, and if you should get caught, your only punishment will be to return the item.

Stella the Adventurer (600 CP): The faster you travel, the more you can explore. It makes sense, right? You find that you can move significantly faster when traveling overland, especially through the wilderness. You also gain the endurance, both physical and mental, to continue at this new pace indefinitely. While this doesn't mean that your armies move any faster, in future jumps, you can extend this benefit to a small group of people traveling along with you.

Victoria the Wealthy (600 CP): Being rich is your superpower. Well, not literally, but while all of your fellow explorers took relatively small amounts of food, gold, and lumber to the island, you brought as much as you could get your hands on - enough that you could make two offerings just from your starting wealth.

In future jumps, you'll have a similar silver spoon in your mouth, starting with the monetary equivalent of five years' salary at whatever you would receive from your background or other perks.

Pedro the Conquistador (600 CP): Your prowess in combat is well above that of your fellow explorers through a combination of improved strength and fighting skills, which is saying something when a battle between a normal explorer and a small army is typically even odds. They'd need to control an island shrine to equal you, and of course, there's nothing stopping you from controlling those shrines too...

In future jumps, you have a natural talent for combat, giving you that same sort of instinctive knowledge for a common form of combat used in those jumps.

Tizoc the Gatherer (600 CP): An army marches on its stomach, and you're skilled at finding enough food to supply you and your armies, reducing the need for your villagers to farm in order to keep the armies well-supplied.

In future jumps, you can easily find enough food to survive upon even in the most inhospitable natural environments, and more verdant landscapes provide enough sustenance for commensurately larger groups.

Emma the Cartographer (600 CP): The value of accurate maps when exploring cannot be undersold. Your mapmaking skills border on the preternatural. Even the roughest description of terrain is enough for you to make a map that shows possible shortcuts, the types of resources that the land might hold, and so on.

In future jumps, this also allows you to make a mental "mini-map" of anywhere you have been, which updates itself automatically when you gain relevant information. You also have a perfect sense of direction.

William the Merchant (600 CP): It's been said that sometimes, you have ten thousand spoons when all you need is a knife. Well, not you. You're a master of trading and substitution, able to exchange your surplus for useful items for about half the cost that it would take another explorer. Maybe you don't need to have so many villagers gathering different types of resources – get enough food, and you might as well have gold.

In future jumps, you retain your fine trading instincts and also gain the ability to substitute materials of similar types when crafting items. If you choose a material of a lesser quality, it may use up twice as much, or it may not work quite as well... but it will work.

Bellona the Commander (600 CP): The deadliest army in the world does no good if it isn't where it needs to be. You are a master of logistics, allowing your armies to move through the wilds of El Dorado with considerably less effort and cost than other explorers. In future jumps, this knowledge of logistics updates itself to be relevant to new settings and scenarios.

Hector the Corporal (600 CP): Quantity is a quality of its own. You brought considerably more people with you than the other explorers, and you've cross-trained them so that your soldiers farm as well as your villagers, and your villagers fight as well as your soldiers. In future jumps, this translates into improved skill at managing and training large groups of people, as well as reducing single points of failure in any organization to which you belong.

Nicolas the Fortuitous (600 CP): "Better lucky than good" might be your personal motto. You may not be the swiftest explorer, and your villagers may not have any special advantages when it comes to gathering gold, food, and lumber, but bad luck strikes you and your villagers less often than it does the other explorers. This luck doesn't aid you in battle, but other than that, expect coincidences to go your way more often than not, even in future jumps.

Sequoia the Traveler (600 CP): Are woodland sprites guiding your way? You seem to travel across the island at a normal speed, but when the need arises, an offering of lumber allows you to travel at a positively supernatural pace for a time. In future jumps, you'll be able to surge to operate at well above your usual maximum, but at a correspondingly higher cost to stamina, mana, or whatever other resources you'd normally use to complete those activities. Such a surge can't be reused until you've fully recharged.

Yanga the Ranger (600 CP): The other explorers seem to feel that hand-to-hand combat is the best way of settling their disputes. You, on the other hand, can launch your attacks from a distance. Unless an explorer or group of soldiers closes into range with you, you can attack them with impunity. In future jumps, you are equally skilled with all sorts of ranged weaponry, from longbows to laser pistols to ballistic missiles, and double the range at which such weapons are effective.

General Perks

Garden of Eden (100 CP): The island of El Dorado is rich indeed, with fertile farmlands, thick forests, and rolling golden hills. You've come across a small area where all of these resources are within easy reach. A single small group of villagers could work in this area and have access to any of the resources you'd need to explore and settle the island. You'll still need to defend it

from any other explorers who might seek to take it, but there is a natural barrier which limits their angles of approach.

Capable Subordinates (100 CP): Your soldiers and settlers can construct farmhouses or a fort on their own, without you needing to watch over them. In future jumps, those who work underneath you are more skilled at anticipating your needs and working effectively with minimal oversight.

Reinforcements (200 CP): Yours was only the first ship that your civilization sent to El Dorado. Every four weeks, another ship comes with more soldiers and villagers, as well as enough food to sustain them for the next month.

Bastion of Defense (300 CP): You're a master of fortifications. While other adventurers build fragile farmhouses, your farmhouses are equivalent to their forts. Your fort, in addition to acting as a farmhouse for the purpose of resource gathering, also greatly increases the combat effectiveness of any army garrisoned within its area of effect.

Circumnavigation (100 CP): The shores of El Dorado are rocky and sometimes steep, with few good harbors, which limited the effectiveness of the ships which brought you and your fellow explorers here. Fortunately, you brought some smaller boats with you, allowing you to determine the shape of the island and something about the types of terrain near its shores, all within the first two weeks.

Raft Crafter (200 CP) (Requires Circumnavigation): You are skilled in the ways of small watercraft and know how to craft canoes, kayaks, and similar boats quickly and effectively. You also find it easy to pilot said vessels along rivers that most would consider impassable. While other explorers have to find ways around lakes and rivers, you can cut across. By the way, pontoon bridges are also covered by this perk, which may help with moving larger groups of soldiers across water.

That's No Lighthouse... (400 CP) (Requires Circumnavigation): Your aquatic explorations reveal that the location of one of the three island shrines is very near the shore, as well as a way that you (and only you) can gain access to the shrine from the water.

Tunnel Rat (100 CP): You're at home in the underground. When exploring subterranean spaces, if there's any food or water to be found, you're able to find it. You've got an instinctual knowledge of how to avoid pitfalls, tunnel collapses, or cave-ins, even when you can barely see. As for claustrophobia or nyctophobia, forget it.

Shadowed Trackers (200 CP): You've tasked some of your woodsmen to shadow the other explorers and report back to you regularly. If another explorer finds an island shrine or a cave entrance, you'll be apprised of the general direction and distance by the end of the same week that it was discovered.

Spy Network (600 CP) (Requires **Shadowed Trackers**): Your woodsmen are essentially spies. In addition to getting an exact location for any island shrines or cave entrances, your spies also provide locations of any buildings, armies, or villagers controlled by a rival explorer. You may choose to have this network follow you in future jumps.

Items

Bridge (0/100 CP): Remember earlier when we were talking about explorers and armies having trouble crossing water? You can avoid some of those troubles with this pontoon bridge, which allows you (and anyone else in the area) to cross a river or small lake. Oddly enough, there's only one of these on the island, and all of the explorers share it. Maybe it was a codicil in the gentlemen's agreement? It costs a substantial amount of lumber to rebuild it somewhere else. For 100 CP, this is your bridge, and yours alone. It still costs lumber to move it, but it can't be moved by other explorers.

Special: During the gauntlet, the following items can be taken from you by rival explorers or their armies if you are defeated in battle. This takes the place of the normal ransom which you would have to pay (and they can be re-taken in similar fashion).

The Army of Jiménez (300 CP): These restless spirits fell to the perils of El Dorado, rather than in glorious battle, and so they lingered in hopes of a good fight. Fortunately, so long as you hold this talisman, you can issue them commands to fight your foes. As spirits, they have trouble affecting the living substantially, but they can serve as excellent distractions and are immune to any attacks incapable of harming incorporeal creatures. Good thing there aren't any of those on this island.

Bavieca (400 CP): This horse is not merely fit for a king - it was originally a gift from one. Oddly, despite the gift having taken place in the 11th century, Bavieca remains hale, untiring, and significantly faster than any other horses you may have brought to help you explore.

Raleigh's Golden Rose (600 CP): A single golden rose, exquisite in its simplicity. As soon as you discover it during your first week on the island, your villagers inform you that they've found some food, gold, or lumber, easily harvested as though it were waiting for you. Each week, you find another such cache - whichever of those resources you need the most. In future jumps, the golden rose's magic persists. While it cannot help you find any unique items, once per year, a cache of a general resource that you have encountered before appears in your Warehouse. The amount varies based on the rarity of the resource, but it is always what you would consider to be a useful and meaningful amount.

Companions and Followers

The Wolf (0/200 CP): The island of El Dorado doesn't just contain gold and mystic power. It seems it also has a few creatures believed to be extinct in the known world. Shortly after the gauntlet starts, you encounter a dire wolf, your equal in combat prowess. For 0 CP, you must defeat the creature in battle before it will serve you (and risk that other explorers can turn its favor), while 200 CP finds it friendly from the onset and ever-loyal. Unlike your armies, the Wolf can explore the island on its own, but requires regular bribes of food to move.

Everyone Needs an XO (800 CP): You bring one of your companions into the gauntlet. He or she is treated as your second-in-command and benefits from the island's blessing and the gentlemen's agreement mentioned above, but does not gain any CP and cannot take drawbacks. You may only import a single companion with this option. *Special:* If you take the **Doubling Down** drawback, then your companion may take the **Deep Immersion** drawback, gaining the signature perk and memories of an explorer, but no additional CP. He or she may not choose the same explorer that you did.

The Gang's All Here (0 CP): You may import any number of your existing companions with this option as members of your trusty crew. They do not gain any benefits listed in the introduction, and should you succeed at the gauntlet, they do not gain any of the rewards. Any drawbacks which you took affect your companions as well, if applicable, and if any of your companions should die during the gauntlet, they will not rejoin you until it has ended.

Drawbacks

You may take as many drawbacks as you wish.

Cursed Treasure of Cortés (+0 CP): How odd. There's this huge pile of gold just sitting around here. Maybe the skull-themed decorations should have acted as a warning for you. While the gold comes in handy for the usual things (moving armies, building farmhouses, forts, and offerings), it has cursed you. Until you drink from the chalice of the cave shrine, you are slower and as weak as any of your soldiers. Making offerings at the island shrines offsets this curse, but you're effectively one shrine weaker than what a normal explorer would be.

Not Another Ocean Tile (+100 CP): When you are exploring, you're more likely to find shorelines with no usable harbors, treacherous inland lakes, and unnavigable rivers, forcing you to spend additional time to find alternate routes.

Poor Communications (+100 CP): Your runners can never seem to find you quickly, making it harder for you to manage your armies. You're able to send them to attack other explorers and

their armies and buildings without any problems, but moving them to reinforce your defenses always seems to happen after the attack has concluded.

Cave-In (+200 CP): At least once when you venture underground, there will be a cave-in that completely cuts off the entrance which you most recently used. You'll have to find another way out of the caves if you want to feel the sun's rays once more.

Cave Entrance or Turnstile? (+200 CP): The passageways to the island's cave system are narrow indeed, at least the ones you found. You're unable to use any armies to reinforce you while you explore the caves, while your opponents don't seem to be similarly hindered.

Inverted Magnetic Field (+200 CP): Even for a skilled explorer like yourself, there is something about this island that confounds your sense of direction. Compasses seem to point in random directions, your maps put key landmarks in the wrong places, and the skies are frequently cloudy, making celestial navigation a chore.

Unfriendly Wildlife (+200 CP): El Dorado's wildlife seems to have taken lessons from Australia. It seems like everything on the island's surface is venomous, poisonous, or carnivorous. Even things which aren't may present some sort of threat to the unwary.

Unfriendlier Wildlife (+300 CP) (Requires **Unfriendly Wildlife**): Did I say the island's surface was full of dangerous wildlife? Apparently, they all were fleeing the cave system, where there are now ravenous cave beasts and the cave giant's big brother, an honest-to-good titan. Making your way to the cave shrine will be full of peril.

Unfriendliest Wildlife (+300 CP) (Requires **Unfriendlier Wildlife**): The island's past inhabitants dug too deep, and the caves are also inhabited by cave trolls which have fed upon the power that slumbers beneath the island. Their only remaining weakness is the sun's light, which can turn them to stone permanently.

I Thought It Was Empty (+100 CP): The civilization which inhabited El Dorado is not gone. Natives of the island seek to protect their island shrines from interlopers. While they can't destroy a properly made offering, you and the other explorers will need to jump through hoops to prove yourself worthy of making that offering.

Maybe I Shouldn't Have Claimed to be Their God (+200 CP) (Requires **I Thought It Was Empty**): You've somehow managed to anger the natives enough that they barred you from gaining access to their island shrines at all. In order to make offerings, you'll need to sneak your way in. You and your armies run a considerable risk of being attacked if you are spotted anywhere near where the natives live.

Fragile Offerings (+400 CP): Normally, once someone has bonded with an island shrine with an offering, it's impossible to disrupt their connection to it. For whatever reason, your offerings

aren't being protected by the island. You'll have to hide the offerings, disguise them, protect them with your armies, or else risk having your fellow explorers ruin them and force you to do the whole thing over again.

No Ransom (+200 CP): The gentlemen's agreement between explorers to allow a defeated explorer to go free for a fair ransom seems to have skipped over you. If you lose a battle that you participated in, the winner will imprison you indefinitely, forcing you to try to escape captivity.

No Mercy (+200 CP) (Requires **No Ransom**): The other explorers and their armies will just seek to kill you like they would any other commoner.

How Many of Them Are There? (+100 CP): It seems that there are more explorers here than you thought. This drawback may be taken twice. Each time that it is taken, there is an additional explorer to contend with, and the default timeline before an explorer succeeds at controlling all four shrines is reduced by one week.

Den of Thieves (+200 CP) (Requires **How Many of Them Are There?**): One or both of the extra explorers have been replaced by bands of thieves. The thieves are covered in part by the gentlemen's agreement - they won't kill or capture you, but they will take your stuff, and seem to choose whatever resource you need the most. They're also substantially better armed than you are and outnumber you and your men considerably, but don't benefit from the island's basic blessing or shrines from the surface.

Deep Immersion (+200 CP): You didn't just drop into this gauntlet: you replaced one of the other explorers entirely. On one hand, you gain the signature perk of one of the explorers for free and his or her memories, which may help with the exploration of El Dorado. On the other hand, you can't take any of the other explorers' signature perks.

Doubling Down (+400 CP) (Requires **Deep Immersion**): I guess you really wanted to be an explorer in the 16th century? Your out-of-jump memories (and those of any imported companions, if applicable) are sealed away during the gauntlet, leaving you only with the explorer's memories and the benefits of your Body Mod. None of those benefits will seem unusual to your explorer or anyone else whom you encounter.

Rewards

You've completed the quest and gained the power of El Dorado itself. Here, take this morion (note the spelling) so that you can do all of your future exploration in style.

What, you want more? I guess that's fair. First, your connection to the shrines of El Dorado has strengthened so that you need not be on the island to gain some degree of the vigor that you have gained from the shrines. You gain the island's basic blessing wherever you may be.

Second, the island shrines have taught you to connect to similar places of power, ley lines, etc. more efficiently. You can effectively draw twice as much power from these sorts of things with no ill effects on yourself or the thing that you are connecting to.

While you can't take the island of El Dorado with you, the cave shrine is another matter. The more you look it over, the more familiar it seems to be. A simple wooden chalice... If you fill the chalice with water and drink from it, a subtle effect suffuses you. The next time you would die, you somehow find yourself alive once more. This effect can be subtle or overt; instantaneous or delayed – whichever is most convenient for you at the time. This effect only works a single time, but you have been permanently and fundamentally changed by the experience. After you have returned to life from this effect, any future resurrection effects are fully effective on you. As long as those resurrection effects take place before that Jump ends, your chain can continue.

...Wait, you took over another explorer's identity and gave up your own memories? **Doubling Down** has its benefits as well. Forget what I said about being unable to take the island with you. You may choose to import the Island of El Dorado on any future jumps or make it an attachment to your Warehouse. You are recognized as the rightful ruler of the island by all living things present on the island, both sapient and non-sapient. Any benefits that you currently have from shrines remain while you are on the island. If you want, you can also bring along any surviving members of your crew, the other explorers, or any inhabitants of El Dorado who may or may not exist (depending on the drawbacks you took).

Options

Stay Here: You knew I was just kidding about the whole “you wanted to be a 16th-century explorer” thing, right? In any case, you regain access to your other powers, perks, and Warehouse and become some sort of god-king, I guess.

Return Home: Maybe this was too much for you. It's probably best that you return to that from whence ye came. As a consolation, take the no-longer-cursed treasure of Cortés with you so that at least you can say you have some pirate booty.

Move On: There's always more adventure to be found over the horizon. Whether you succeeded or failed at the gauntlet, you may choose to take with you the ship which brought you to the island (or an exact replica of it if it got damaged in some fashion), as well as a Warehouse attachment to store it if you don't already have something suitable..

Notes

This gauntlet is based on “The Island of El Dorado” board game, which should be used for inspiration on how to explore the island. Its rules can be found [here](#). The rules for the first expansion, including inspiration for the Den of Thieves drawback, can be found [here](#).

“Island shrines” refers to the three shrines on the surface of the island. The fourth shrine is known as the cave shrine.

Multiple explorers can gain control of an island shrine by making an offering. If you do not take the **Fragile Offerings** drawback, there is no way for any explorer to remove control of an island shrine once it has been established.

There are a few differences between the gauntlet and the board game.

- In the board game, there is only a single entrance to the caves beneath the island. The gauntlet allows for multiple entrances which potentially lead to the cave shrine.
- In the board game, all explorers start in the same space which tends to be the center of the island and prohibits them from attacking one another early on. The gauntlet starts the explorers in different spaces with no restrictions on fighting.
- The board game allows for an infinite number of villagers and armies to be generated with enough food. The gauntlet requires food to feed the villagers and armies, but their numbers are fixed and limited without the Reinforcements perk. Fan-wank the exact numbers, but there should be at least enough that an explorer could have 8 small groups over the course of the gauntlet.

Both Stella and Sequoia gain advantages to speed while on the island, but in different ways. Stella is an ultra-marathoner, while Sequoia is a sprinter.

Spy Network: The spy network consists of roughly 15 individuals, with an additional half-dozen for each time that you take the **How Many of Them Are There?** Drawback.

Bridge: The bridge comes from the expansion. If you don’t take the free version of it, then there’s no such bridge in El Dorado during the gauntlet.

Bavieca: Bavieca may or may not have taken a drink from the Fountain of Youth at some point. Either way, she is an unaging warhorse with no need to eat or drink, and little need for the sort of care which most horses need on a regular basis.

Raleigh’s Golden Rose: The amount of resources which you get from this item, post-gauntlet, scale depending on the setting. “Meaningful” in a setting like Stellaris is going to be significantly more than in something like the Marvel Cinematic Universe. As always, fan-wank responsibly.

Any items which were captured during the gauntlet are returned to you at the end of it if you succeed.

The Wolf: If you take the 0 CP version of the wolf, you do not need to defeat it in single combat. Armies can help. After the gauntlet, the wolf is as loyal to you as any other follower. If you already have a canine companion or follower, you can choose to import him or her as the Wolf for free at the 200-point level, gaining a dire wolf alt-form.

Everyone Needs an XO: As your second-in-command, your companion can explore the island and oversee construction in the same way you can. Any drawbacks which you took affect your companion as well, though he or she does not gain CP for them. If you break the gentleman's agreement, your XO also suffers. He or she does not return to life for the duration of the jump if killed.

If your companion makes an offering at an island shrine, he or she gains the added strength and combat prowess, not you. That offering still counts towards your control of the island shrines, and if your companion captures the cave shrine, it counts as if you captured it. You may not make an offering at an island shrine which holds an offering from your companion. If you succeed and your companion made at least one offering at an island shrine, he or she also gains all of the listed rewards that you would receive (but not a second cave shrine or island).

Cave Shrine: Others may drink from the cave shrine chalice if you allow it. Its magical ability recharges once every jump, or every ten years for longer jumps, though no one may benefit from its resurrection more than once.

Island's Basic Blessing: At its base form, this is roughly equivalent to being a protagonist in a Three Musketeers movie. You can fight off multiple unnamed foes through a combination of strength, skill, and luck, but you still have to watch out for yourself. The improvements from controlling the shrines can be expressed as you see fit - strength or speed becoming slightly superhuman, unerring skill, or increasingly unlikely coincidences are all valid.

Changelog

Version 0.1: Created the jump

Version 0.2:

- Clarified what is needed to win the jump.
- Added Victoria the Wealthy perk (somehow missed her in v0.1)
- Added the items from the expansion (**The Army of Jiménez, Bavioca, Raleigh's Golden Rose**)
- Added the Wolf follower.
- Added the Cursed Treasure drawback.
- Made **I Thought It Was Empty** apply to the other explorers as well.
- Wrote out text for staying here, going home, and moving on (it's worth reading).

- Added Credits at the end.

Version 0.3

- Improved Stella the Adventurer's perk (to help differentiate her from Sequoia).
- Added perks for Sequoia the Traveler and Yanga the Ranger.
- Noted that pontoon bridges are covered under Raft Crafter.
- Added **Tunnel Rat** perk.
- Added **Bridge** to items.
- Clarified that captured items are returned if you succeed at the gauntlet.
- Improved **Everyone Needs an XO** if you take the Doubling Down drawback.
- Changed "Unfriendlier Wildlife" to use the new tiles from the expansion.
- Added **Cave-In** and **Den of Thieves** drawback.

Credits

Thanks to DataPacRat for his assistance in reviewing this jump.