

Diary of my journey
with Charles Darwin

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Scenario 1

Collect and Explore

I was hired to take Charles Darwin to Discovery Island. I had no idea the adventure that awaited my crew. Sailing was easygoing and we arrived without peril. I sent my carpenter and a horse along with Friday, a native that has keen knowledge of the island to accompany Charles on the first day. He insisted his artist and the ship's dog join him.

The carpenter quickly set up a shelter while the rest of the team began to explore the island. They were lucky to find a rope, some fallen trees, and the signs of specimens while out exploring. It was a good first day!

By day 2 the team had captured a few birds to supply them with eggs and our Carpenter had built a snare to supply us more than a few tree fruits. Charles was already becoming anxious to discover the exotic plants and animals. Luckily our Carpenter and Native were able to reason with him. They made sure to build a roof on the shelter to protect them from the weather and found a pistol with one slug. This would be needed later as the weather turned bad and animals were always just outside of camp. They were also able to start a small herb garden to counter any injuries during the expedition.

By Day 3 we prepared to find the animals that were making strange tracks on the island. The carpenter constructed two cages while the rest of camp explored the island a little further. We also reinforced our roof as we already experienced rainy conditions much earlier than expected. With heavy flood water expected, Friday crafted crates to ensure our few possessions would not wash away and our Carpenter built a shovel. Luckily our Artist kept morale high and we continued along with our plans.

On Day 4 the dam broke. The resulting flood came and took our food and most of our wood. Plans be damned we had to spend most of the day searching for food where we found predator tracks and a wildfire that wasted away a bountiful wooded area near our camp.

We were fortunate to find a few furs, but later discovered they were crawling with ants. More food was lost, but we fortunately found all we needed to make it through this day. We used the shovel to build an irrigation system and a moat around our camp. Charles kept us focused on our goals. We will continue to plan out our days and remain vigilant in our mission. The night brought more rain, but we are well prepared.

Day 5 finally resulted in the capture of an exotic beast. The Chamois was stronger than we expected and other than our pistol and Charles' fortitude we were ill prepared to capture it. Luck was on our side and we finally achieved our first goal. While this was happening our Carpenter crafted a knife to help protect us. We could hear the animals circling our camp at night making us all nervous. He also crafted a pot which we quickly discovered can help us make a salve out of the tree fruit on the island to cover our injuries. We were also able to use herbs for medicinal purposes and transport the exotic plants with the pot. The night however brought our first taste of winter with an unexpected snowfall. We had to burn our last log to stay warm in the night.

Day 6 started with yet another flood. Will we ever be dry again? Charles demanded to find our first exotic plant and headed deep inland on horseback. He finds a Pitcher plant which opens a pit and nearly drags him in. He breaks free but damages his weapon in the process. He takes so long uprooting the plant that he is forced to spend the night outside of camp. He knew better than to travel in the dark. The Carpenter solicits assistance from the Artist and together they build additional weapons and fortify the shelter's roof. Everyone sleeps lightly in the night worried about Charles as the rain falls once again.

Day 7 starts with Charles wandering into camp. He is tired but in great spirits as he returns with the Pitcher plant. Charles has the Carpenter set to build cases to transport a few unique resources he discovered near the woods and streams on the island. Unfortunately he discovers our last log covered in termites. In frustration, he begins his search for better wood. Charles, invigorated by the previous nights experience takes the dog to capture another animal. He easily captures a fox and brings it back to camp. The rest of the team is able to find two usable logs, but in the night the animals break into camp and steal a little food. No one is harmed or left

hungry but the tension of such an event keeps everyone on edge while it rains yet again.

Day 8 brings with it exhaustion. We are all tired, but determined to prevail. The Carpenter constructs three cases to store the unique resources. Charles once again pursues an exotic plant. He is fortunate that the sundew he finds this time is easier to uproot and bring back to camp. The damn thing was full of acid burning most of us who handled it. We are lucky the local herbs are able to counteract the burns. Fearing the bravery and hunger of the surrounding animals, we build a fire to protect our camp at night. It has little to no effect as they once again brave our inner circle and steal more excess food. The rain tonight is the heaviest we've experienced so far, but the roof of our shelter holds tight.

Day 9 sees the nearby river crest and flood into our camp. The rains are saturating the water table. We are able to use two of the cases in a forest nearby to secure unique resources but are unable to do much else. We gather food for the night and hope this adventure ends soon.

Day 10 is the end of the beginning. Charles is livid that we are ready to leave. If he had his way we would stay until he explored every inch of this island. An argument breaks out and none of us can talk to each other. The Carpenter builds a brick palisade around our camp while Charles gathers one last unique island resource at a nearby stream. Then our faith is tested. The wind kicks up to hurricane speeds and blows our fire away. The nearby animals frenzy at our brick wall until it cracks and crumbles. We bunker down in the night. I pray my ship is still here tomorrow.

Scenario 2

Repair and Restock

Day 11 we wake to the destruction. We still have most of our supplies, but our snare and bird pen are gone. Worse yet the ship took serious damage in the storm. Our Carpenter quickly assesses that we need to repair the mast, Darwin's cabin, the cannons, the rudder, the main hold, and the fore hold. We are going to have to find resources on the island to get these repairs completed. The Carpenter is adamant that we find as many animal skins as possible to make the best repairs possible. Darwin is also concerned about losing his specimens. He needs fresh water to keep them alive for the trip back home. Our Carpenter really struggles with the turn of events and plans to spend the day repairing the cannons. Friday and Darwin focus on ensuring we have a sustainable food supply. They gather a few birds from a nearby wooded area, but quickly realize the area is devoid of additional animals. There will be no need to return here. With his spirits a little higher the Carpenter works with the Artist to make a new snare. The day ends with a light rain and the success of the day keeps everyone warm. The night is eerily quiet beyond the steady drizzle.

Day 12 starts off worse than any night so far. We hear screaming and a loud bump. We run to determine what the noise was and find a gruesome scene. Two people in a hot air balloon have crashed on the island. Their bodies are mangled from the fall. We ask Friday to lay them to rest while we continue our repair plans. Friday has more resolve than any of us. Thank God for Friday! While removing the bodies he finds an old rifle with enough gunpowder for one strong shot. The Carpenter repairs our fore hold and does such a great job we are now able to store food for a few days before it goes bad. The rest of the team gathers two large fallen palm trees that can be used to repair the mast. The day ends better than it started, but we have another heavy rainfall. The roof on our shelter is still damaged from the storm causing us to lose good wood and ruin a little of our food. Still our spirits are high as we make progress on our damaged ship.

Day 13 comes with a bang. Charles risk his life trying to investigate a nearby cave and slips and falls. He shakes off his injured knee, but

he is limping around camp. The Carpenter reinforces our shelters roof and does another amazing job repairing the ship. This time he fixes the rudder, but he really needs fur to continue making great repairs. Charles takes the dog and Friday leaves on the horse to find where all the island animals are hiding. Both teams are successful, but they must regroup before confronting the beasts. Our Artist spends time upgrading our weapons to prepare for the upcoming hunts. During the night the rain subsides for once, but a huge snake gets into the camp. Luckily we were able to scare it off before it hurt anyone.

Day 14 sees the return of rain. We are shaken to our core when lightning strikes a tree near our camp and starts a fire. Friday quickly springs into action and is able to stop the fire before it spreads. Unfortunately we have no wood near our camp to continue repairs. The Carpenter builds a basket to help carry more resources and a barrel to capture fresh water. This used the last of our wood. Charles takes the dog and amazingly kills a jaguar without being injured. The jaguar is a relatively small animal, but gives us enough fur to rebuild our mast. The Artist leaves on horseback to find more hidden animals. She finds a lair but dares not to approach. Heavy rains hits the camp at night, but no wandering animals approach. We are getting closer to finishing our repairs and continuing our expedition.

Day 15 is filled with calls of the wild. The animals on the island are more anxious. Hopefully this is not a sign of things to come. Charles and our dog corner a nest of hawks. They only offer a little meat for the fire. Friday and the Artist trap and kill a Cheetah. More meat and better yet more fur for our repairs. We still need more, but the two kills result in no injuries. The Carpenter has a busy day. He fills the newly made barrel with fresh water and then installs the new mast made from the fallen palm trees and jaguar fur. After finishing the repair he finds a goat and a few a patch of poisonous mushrooms while walking back to camp. More fur and food are welcome additions to the camp, but the poison mushrooms can be weaponized making us safer. At night, the rain falls lightly but a nearby bear breaks into the camp. Everyone gets bumps and bruises getting it to leave the camp, but we prevail. We may need to build up a palisade soon.

Day 16 I awake to the strong feeling that I need to search the island deeper. We know we need just one more coat of fur to complete all of our repairs to maximum effect. Friday takes the dog to explore deeper in the island while Charles goes on horseback in the opposite direction. The Artist takes the basket to gather wood while the Carpenter builds another barrel for fresh water. Friday finds another lair, but the growls inside make him think twice before he attempts to take on the hidden creature with only the dog for help. Charles is not as fortunate, but does find an old machete left by unknown explorers. Maybe it was pirates. Who knows? The Carpenter ends his day by fortifying the main hold. This night we get hurricane force winds and snow. We all feel the sting of wind, but are able to burn excess wood to hold off the cold.

Day 17 we awake to find our tools blown across the island in the storm. We are able to fill our second barrel with fresh water which should be sufficient to keep our two plants and animals alive for the return trip home. Charles takes his own look at the animal lair Friday found and believes he can capture and kill the hiding animal with a little more preparation. The Artist and Friday gather wood and food to make up for the lost supplies in the night. The Carpenter is concerned with the state of our weapons and gives them more attention. We spend the rest of the day hunting down our lost supplies. Only rain this night, but hurricane winds look like they are here to stay. We have to escape soon or the captured animals may become our last meal.

Day 18 the Carpenter has a stroke of genius. He uses the surrounding bushes and brambles combined with a wood palisade to make our camp safer. I can tell he feels bad, but without any furs he does his best to fix Charles' cabin so we can leave. Charles and Friday confront the beast at his lair. They take down a fully grown tiger without getting hurt! Their weapons receive some damage, it's just unfortunate they didn't succeed one day earlier. The tiger's pelt would have been perfect for the ship repair. The Artist was moving supplies to the beach when she found an olive lamp with enough fuel for a few hours. Maybe we can use this to our benefit in the future. Our last night on the island the winds knocks down part of our palisade, but the Carpenter did a great job with his construction and we remain safe.

Tomorrow we set sail away from Discovery Island...

Scenario 3

Hydrographic Survey Mission

Day 19 sees a sunrise over open waters. We are headed to Tribal Island, but along the way Charles wants to collect shoal measurements. The seas are somewhat uncharted making them dangerous but I reluctantly agree. We immediately find ourselves facing an unseen obstacle in our path. A mist engulfs our ship and I refuse to move forward without letting it clear. Our Carpenter builds a Crow's Nest to help us see encounters before we run aground. Charles spends his day fishing and pulls in enough food to spread over a few days. In the process he uses some of the gunpowder stocked for our cannons. Our Artist pulls apart a beam in the belly of the ship that can be used for repairs later in the trip. We are looking for any extra wood or rope we can use for ship repairs. She is lucky and finds unseen rope along with the beam when pulling it apart. During the night the weather stirs up and our ship takes some damage. Our Carpenter needs to be ready to survey and correct the damage at first light.

Day 20 the wind over night has our ship headed in the wrong direction. There is seaweed tangled up in our rudder and Charles' cabin was damaged in the night. Charles is shaken by the damage and only comes out after getting some of our extra food. Friday is able to untangle the seaweed from the rudder while our Carpenter repairs Charles' cabin. The Artist assist in getting our ship turned in the right direction. By nightfall we are all exhausted and we can hear the ship being battered by the raging seas.

On Day 21 we find that some of our excess wood has been waterlogged in the storm. We toss it overboard hoping to gain speed with the weight lost. Charles swears he can hear singing voices and refuses to assist with any work on the deck. The Carpenter goes back to work maintaining the ship by repairing the Mast and fore hold. He also reinforces the cannons making them more powerful. When the fore hold was damaged our fox escaped. Friday and the Artist were able to wrangle it and get it back in its cage. The rough seas continue bringing with it more damage to the ship.

Day 22 starts with some of our food going bad in the night. It looks like we didn't carefully store it. Charles is able to measure our first shoal. We see a flock of seagulls and our resolve improves knowing that creatures live in these waters. Where there are seagulls there are fish! Friday, the Artist, and our Carpenter spend the day making repairs to the ship. So far we have avoided major damage and have been able to stay on top of routine maintenance. These are rough waters so we are going to have to prioritize keeping the Beagle afloat.

Day 23 we find more wood that is damaged in the night. All we can do is toss it overboard and do our best to secure what we have left. Our rudder is once again jammed up with seaweed. While our Carpenter and Friday work on ship repairs, Charles and the Artist take a long boat to a nearby Islet. What they bring back is nothing short of extraordinary! They find an abundance of tree fruit, a strong tree they are able to float back to the ship, and a local native willing to join us in exchange for a ride back to Tribal Island. His help will be invaluable as we continue through these uncharted waters.

Day 24 finds our ship turned from due East to Northeast by the rough seas. This is actually the direction we were hoping to go now that we are past the Islet. We nearly succumb to a whirlpool, but our Carpenter uses sheer determination to push our rudder to its limit and get us past it. Charles is able to measure a second shoal and in the process we capture a few fish to fill our storehouses. The Carpenter, Friday, the Artist, and the native craft two oars from the tree found on the Islet. They work well together to keep the ship's growing list of damage repaired and maintained. The sea is not getting calmer and we are in for another bumpy night.

Day 25 starts with my biggest fear coming to life. Our rudder is broken and we are at the mercy of the current. To top it off, Charles' cabin takes more damage in the night and he refuses to help on the deck. The Artist quickly scrambles to find additional rope around the ship. The native helps get the ship turned in the right direction without the rudder, but it's not a permanent fix. The Carpenter works on getting the new bumps and bruises on the ship fixed while Friday coaxes Charles back out of his cabin. Hopefully this turns out to be the worse day in these waters.

Day 26 the ship is trying to turn the wrong way again, but we are able to use one of the oars to keep us heading in the right direction. The Carpenter miraculously fixes our broken rudder just before one of our two oars snaps in half. Charles get to measure his third shoal which raises his spirits until we run right into a reef. We have to use a little more of our wood to pry ourselves away but we fortunately have plenty left. The Artist, Friday, and the Native spend the day repairing various damaged areas of the ship as directed by the Carpenter.

Day 27 challenges us further. There is a strong sea current moving us from Northeast to due East. We are ok with this change as it leads us right to Tribal Island. Charles is able to measure his fourth and final shoal where he finds a family of dolphins. Everyone else spends the day focused on ship repairs and before you know it the day ends. At night we realize we have neglected our food supply and we all go to bed hungry for the first time in weeks. We console ourselves knowing we will be on Tribal Island in the morning.

Scenario 4

Tribal Island

Day 28 we land on Tribal Island. Charles is in pursuit of the local tribes as he hopes to learn about their lifestyles. We know we will need trade items and gifts to gain their trust. All we have is a pot, knife, and spare rope. We also quickly discover the beach has been picked clean of food sources by local predators. The Carpenter constructs a snare and belts with the help of the Artist. Friday takes the dog to explore the northeast while Charles leaves on horseback due east. Friday finds a tribe on the move while Charles comes to an chasm he can't cross. Poor Charles loses the day but is determined to make up for it tomorrow. We eat the last of our food stores and then move our camp so we can trade with the tribe. We trade them our rope for some salted beef. We give them some extra wood and talk to them about the shoals we explored to gain their favor. They are a little happier and tell us about their culture. We go to sleep feeling accomplished on our first day on the island.

Day 29 starts with us realizing the nearby river is overflowing. We take a closer look and realize we have some time to mitigate the obstacle. While checking the area we find a ruined hut with medicine inside it. We feel lucky to find the assistance, but we are left uneasy thinking about what happened to the people who left it behind. The Carpenter builds a shovel while Charles pursues the tribe who moved East. Friday and the Artist look for wood at the deserted beach. We once again eat then move the camp near the tribe. This time we trade them our newfound medicine for a pistol with enough gunpowder for one shot. We give them more wood and they once again share stories of their lifestyle. We end the night in a shared camp.

Day 30 our tribal friends move East but Charles wakes feeling a little weak. The Carpenter crafts a pit to improve our food supply. He then shovels a drainage ditch to divert the water from the overflowing river. Friday and the Dog explore the area East following the tribe. The Artist stays behind to build a fire while Charles gathers wood to give to our new tribal friends. Friday not only finds our tribal friends, but he also finds a new tribe all together. We quickly eat our nightly meal and then move our camp to engage with both tribes. We trade our shovel to the first tribe and receive

some wood. We immediately give it back to them as a gift. They are so overjoyed they tell us about a hidden glade to the Southeast that has Charles as excited as I have ever seen him. With the new tribe we trade our belts for a goat. We then give them some extra food. They spend the rest of the night telling us about their history. We all have a fantastic night and then go to sleep.

Day 31 sees the first tribe move far South while the second tribe heads Southwest. A storm is coming fast forcing us to consider how we wish to protect our camp this night. The Artist strengthens the camp with some wooden beams. Charles hunts a wild pig with the dog while Friday explores the area the second tribe moved towards. The Carpenter builds a diary in hopes of it being a fair trade item. We eat our meal and move our camp Southwest to the second tribe. We trade them the diary for another goat. We then give them an abundance of excess food. They are ecstatic and tell us about a cave with their ancestors drawings to the Northeast. We sleep soundly in the night and plan to pursue the two tribal secret locations tomorrow.

Day 32 starts with the sound of scurrying legs near our camp. Something is getting braver and desperate. The Artist and Carpenter build new weapons. Friday explores the area identified as the location of the secret cave. Charles builds a bed to manage his nervous energy. We end the night with plenty of food and move our camp closer to the secret cave.

Day 33 an earthquake rips through the island. An entire area of the island is gone! As if that isn't enough a 5 foot Iguana attacks the camp. We are able to kill it, but the island is starting to turn against us. The Carpenter builds a brick wall to protect the camp. Friday and the dog search for the hidden glade to the East. Charles and the Artist find the cave! They spend the entire day exploring every inch with them both eagerly recording what they find. Friday reports back news that he found the glade. We eat and prepare to visits the glade tomorrow.

Day 34 sees Charles reach his breaking point. After nearly five weeks of steady adventure his sanity is starting to bend. We ask him to rest through the day while we explore the area. The Artist and Friday visit the glade. The Artist expertly records all of its features to report back to Charles. The rest of us remain in camp as our tribal friends return. We trade our sling for a bottle of rum. Hopefully this helps Charles break out of his funk.

Scenario 5

Homeward Bound

It's been nearly five years since we first set sail. We are on our return trip to England, but our situation has become dire. The plants, animals, and crew are becoming ill. Our carefully found resources are being affected by the salt water. We spot an island on the horizon and decide to search for supplies that can cure our ills. We have eight days to get on the island, acquire what we need, and return to the ship.

Day 1 we make landfall with a few ship biscuits, hammer & nails, a knife, pot, and rope. We need to find food for the carnevorous plants, herbs for the sick animals, and reconstruction resources for our unique collection sets. Darwin immediately uses food from our supply to feed the plants. The Carpenter builds his trusty snare while Friday and the dog search the Northeast quadrant of the island. The Artist goes on horseback East to scout ahead. Both Friday and the Artist find fertile plains with great resources. They also return with a few vegetables and candles to help work into the night. While we are busy with our tasks an animal sneaks into camp and steals most of our food. We expect heavy rain in the night, but we forego any shelter upgrades and hope this isn't a mistake. We are fortunate that the clouds blow over and we are unharmed. We go to sleep with hungry bellies.

Day 2 opens to our Carpenter having a terrible stomach ache. He is able to work but won't be eating much today. It sinks our morale to see him in such pain. Then we all feel the sting of agony as well. We think the fruit we ate was poisoned. Friday helps to bleed the poison from us and we are able to carry on. Charles feeds more of the plants and they are starting to recover. The Carpenter builds a shovel and basket for our team. Friday and the Artist gather deeper inland and find healing herbs. We all feel the sting of depression this night, but at least we go to sleep with full bellies.

Day 3 we find that construction is taking longer than usual. Our Carpenter digs a pit to increase our food supply, but it takes twice

the wood he projected. He also needs additional help to get the job done. Charles feeds the plants again. They are finally fully restored. The Artist searches and finds more healing herbs while Friday tracks down extra food. We finally feel like we are going to make it through this experience alive and prosperous. Everyone goes to sleep under the stars once again.

Day 4 opens with the roar of some animal off of in the distance. We collectively decide not to go exploring unless absolutely necessary. The Carpenter spends his day trapping birds for our pen. A few eggs could go a long way in making us feel better. Charles administers a round of healing herbs to the sick animals. Friday and the Artist once again search and find more healing herbs. Everyday sees us getting closer to ending this adventure.

Day 5 and our patience is thin. A fight breaks out between Charles and the Carpenter. I think their egos are more wounded than their bodies. The Carpenter leaves in search of more birds for the pen while Charles administers more healing herbs to the animals. One more day should have them restored. Friday and the Artist find more healing herbs and the camp ends more peacefully than it began in the morning.

Day 6 we smell smoke. A wildfire broke out in the night. Friday is able to extinguish the fire with hundreds of shovel pulls of dirt. The bird pen and pit are both producing additional food. Charles administers the last of healing herbs to the animals. He also feels the beginnings of his own stomach illness so he takes a few of the healing herbs which brings him almost instant relief. The Carpenter searches and finds reconstruction materials for our unique collection sets. The Artist completes one last collection of healing herbs in case any of us show signs of illness. Two more days then we must leave for England.

Day 7 and we all feel blue. A fresh set of clothes after all these years would be a welcome relief. Charles uses the reconstruction materials to successfully restore one of our unique collection sets. The rest of the group spends the day searching the beach for flora specimens. Before the end of the day we are able to find one set. We go to sleep knowing this is the last night on the island.

Day 8 a mist rolls into camp. We shrug it off and go back to searching the beach for flora specimens. We are able to find three more sets. Charles restores another of our unique collection sets and we are finally ready to leave.

In the end Charles Darwin went on to write many publications with significant scientific value. I am grateful that I was part of his adventure on the HMS Beagle.



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