



## **TRAP?**

**Move One Space**

You find an empty wagon on the trail. You feel like someone is watching you. So you move on.



## **CAMP COOK**

**Gain 2 Artifact Points**

You find a happy group of travelers. They just finished cooking dinner. They offer you beans and cornbread. You enjoy your meal.



## **SAFE GROUP**

**Move to the Closest Town**

A group of travelers warn you that bandits have been killing and stealing on the road. You go with the group to the nearest town.



## **FINDERS KEEPERS**

**Gain One Artifact Point**

You find supplies that fell out of a wagon. You take a can of condensed milk.

**Fact:**

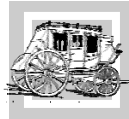
Condensed milk has all the water removed before it is canned and can last for several years.



## **BAD BET**

**Lose a Turn**

A 12 year old girl bets you she can shoot better than you. You take the bet and loose. She hits all the targets and you only hit one.



## **BANDITS**

**Lose a Turn**

Bandits steal your horse.



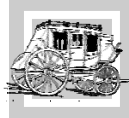
## **NICE WORK!**

**Roll Again**

A young child was thrown from a wagon. You help make a splint for his broken leg.

**Fact:**

A splint holds a broken bone in place.



## **BAD SLEEP**

**Move One Space**

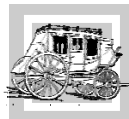
You decide to camp near a traveling family. They snore loudly. You move your camp.



## **HANDMADE**

**Gain 3 Artifact Points**

It is a very cold night. You join people at a campfire. A woman gives you a blanket she made and tells you to keep it.

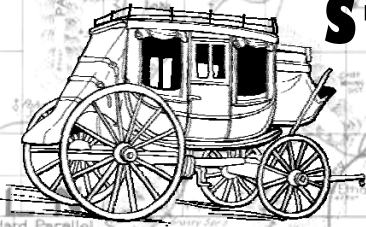


## **BAD BACON**

**Lose a Turn**

You enjoy dinner with other travelers. Everyone gets sick from the meal.

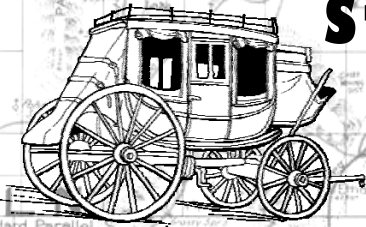
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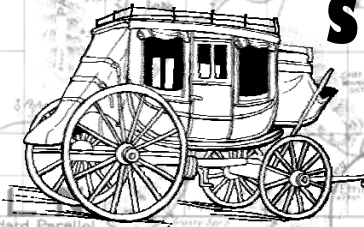
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## **TRADERS**

**Roll Again**

A man needs gun powder. You need a new bit for your horse. You make a good trade.

**Fact:**

A bit is the metal piece that goes into the horse's mouth.



## **THIRSTY TRAVEL**

**MOVE ONE SPACE**

A small family has ran out of water. You are kind and give them some of yours.



## **WRONG TURN**

**Lose a Turn**

You stumble upon bandits raiding a wagon. One spots you and knocks you out cold.



## **RETURN**

**Gain 2 Artifact Points**

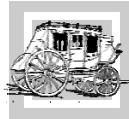
Travelers have your friend's missing horse. You return it to him and he gives you a bed and a meal.



## **TURNED AROUND**

**Go Back One Space**

A stampede of cattle spooks your horse.



## **OUCH!**

**Lose a Turn**

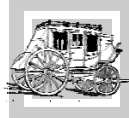
Your horse hurt his leg. You must wait at camp for him to heal.



## **FIRE!**

**Gain 2 Artifact Points**

You stop to help a stagecoach that is on fire. You are rewarded with new supplies.



## **QUARREL**

**Roll Again**

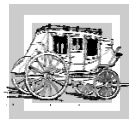
At camp, a man steals your biscuit at dinner. You get angry and leave camp.



## **SANDSTORM**

**Lose a Turn**

A large sandstorm comes your way and you get stuck at camp.



## **LADY LUCK**

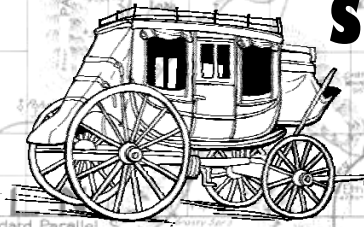
**Roll Again**

Your saddle seam is ripping. A lady stopped along the trail helps you. You offer to pay her but she doesn't charge you.

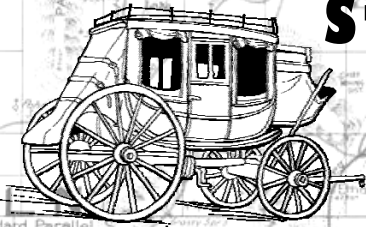
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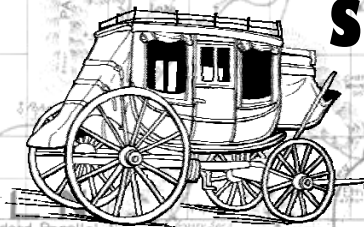
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