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

**TRAP?** Move One Space

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

**CAMP COOK** Gain 2 Artifact Points

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.

**SAFE GROUP** Move to the Closest Town

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

**FINDERS KEEPERS** Gain One Artifact Point

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

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.

**BAD BET** Lose a Turn

Bandits steal your horse.

**BANDITS** Lose a Turn

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

**NICE WORK!** Roll Again

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

**BAD SLEEP** Move One Space

**Fact:**
A splint holds a broken bone in place.

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.

**HANDMADE** Gain 3 Artifact Points

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

**BAD BACON** Lose a Turn
**TRADE**
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.