

C

Looting Banshee  
Lose food  
<4

Hurtful Hen  
-1  
-1 to dice value

B

Encouraging Elf  
+1  
+1 to dice value

Delivery Duck  
>4  
Jump to end

A

Looting Banshee  
Lose food  
<4

Switch Witch  
Jump to nearest witch  
1-3

F

Hurtful Hen  
-1  
-1 to dice value

EVENS (2, 4, 6)  
ODDS (1, 3, 5)

E

Hurtful Hen  
-1  
-1 to dice value

Looting Banshee  
Lose food  
<4

Hungry Wyrn  
<3  
Lose rider

D

Looting Banshee  
Lose food  
<4

EVENS (2, 4, 6)  
ODDS (1, 3, 5)

Encouraging Elf  
+1  
+1 to dice value

Switch Witch  
Jump to nearest witch  
1-3

NACHO TACO

KALE ME MAYBE

TACOS DE LUJO

VINCENT VAN DOUGH

1 2 3 4 5

G

Hungry Wyrn  
Lose rider  
<3

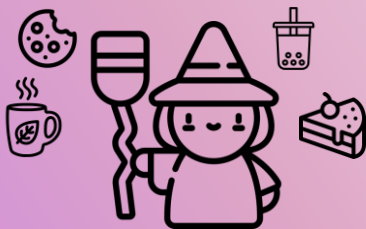
Hurtful Hen  
-1  
-1 to dice value

Switch Witch  
Jump to nearest witch  
1-3



## TIME FOR TEA AND CAKE

C



The Switch Witches' clearings are oddly empty. Pass through with no effects.

## THE VERY VERY HUNGRY WYRM

B



The Wurm is especially hungry today. It will eat any rider with a value  $<4$ .

## GONE TO NEW YORK?

A



The Encouraging Elf is missing. Do not add 1 to any dice that travel through his clearing.

## SHE FOUND A MEGAPHONE

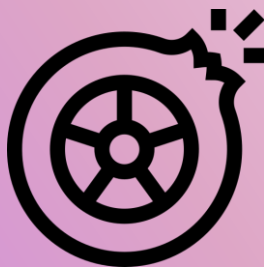
F



The Banshee is louder than ever. She will eat the food from any rider with a value  $<5$

## FLAT TIRE

E



That's unfortunate! Your highest value rider has a flat tire - they will not ride this round.

## VICIOUS MOCKERY

D



The Hurtful Hen's insults cut particularly deep today. Landing her clearing decreases the value of the dice by 2

## RAIN, RAIN, GO AWAY

G



Your riders don't want to go out in this heavy rain. Lower all dice rolls by 1 before the set off from the restaurants.

