PLAYER WITH MOST LIFE ROLLS DIE, LOSES THAT MANY LIVES, DISTRIBUTES LOST LIFE TO OPPONENT(S) OF CHOICE. PLAYER WITH MOST FATE CARDS ROLLS DIE, LOSES THAT MANY FATE CARDS, DISTRIBUTES THEM TO OPPONENT(S) OF CHOICE. PLAYER CLOSEST TO FINISH ROLLS DIE, GOES BACK THAT MANY SQUARES, AND SENDS PLAYER OF CHOICE FORWARD THAT MANY. AFTER THESE TASKS ARE COMPLETED, FLIP THIS CARD OVER.

ROUND 1
ALL PLAYERS ROLL DIE, HIGH ROLLER FIGHTS EARTH MINION. ROLL DIE:
1-3: -4 LIFE
4-6: -5 SQUARES

ROUND 2
ALL PLAYERS WITH 20 OR MORE LIFE: -5 LIFE
15-19 LIFE: -4 LIFE
10-14 LIFE: -3 LIFE
5-9 LIFE: -2 LIFE
1-4 LIFE: -1 LIFE

ROUND 3
ALL PLAYERS ROLL DIE, LOW ROLLER GOES BACK 10 SQUARES

ROUND 4
ALL PLAYERS ROLL DIE, HIGH ROLLER BATTLES LOW ROLLER. WINNER PICKS UP ALL UNOCCUPIED CARDS IN THEIR ROW AND PUTS THEM BACK IN ANY ORDER. AFTER ROUND 4, FLIP THIS CARD OVER.

PLAYER WITH MOST LIFE ROLLS DIE, LOSES THAT MANY LIVES, DISTRIBUTES LOST LIFE TO OPPONENT(S) OF CHOICE. PLAYER WITH MOST FATE CARDS ROLLS DIE, LOSES THAT MANY FATE CARDS, DISTRIBUTES THEM TO OPPONENT(S) OF CHOICE. PLAYER CLOSEST TO FINISH ROLLS DIE, GOES BACK THAT MANY SQUARES, AND SENDS PLAYER OF CHOICE FORWARD THAT MANY. AFTER THESE TASKS ARE COMPLETED, FLIP THIS CARD OVER.

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