All players are in a competition to be the first to finish 6 tasks of the water elemental. When a player completes task #1, that player moves on to task #2, etc. The first player to finish task #6 gets life equal to opponent with most life, draws fate cards equal to opponent with most cards, and advances 10 squares.

**Task 1:** Roll a six
**Task 2:** Discard a fate card
**Task 3:** Roll an even #
**Task 4:** Roll an odd #
**Task 5:** Roll die 3xs, total 13 or better
**Task 6:** Roll die 2xs, same # consecutive (ex. 2 fives or 2 threes, etc.)

Round 1:
All players combine all of their fate cards into one pile. Shuffle that pile face down. Place top 3 cards underneath air card. Deal the remaining fate cards, one to each player starting with the player on your left, until they are all redistributed.

Round 2:
Air elemental starts at 20 life points & must be defeated in battle. After each battle, you may choose to battle again or pass to the player on your left. After they battle, they can continue to battle or pass to their left, and so on until the air elemental is slain. Any other player may roll for the air. The player who defeats air gets all of air's cards, and +10 life.

Round 1:
All players combine all of their fate cards into one pile. Shuffle that pile face down. Place top 3 cards underneath air card. Deal the remaining fate cards, one to each player starting with the player on your left, until they are all redistributed.

Round 2:
Air elemental starts at 15 life points and must be defeated in battle. After your battle, you pass to the player on your left. After that player battles, they pass to their left, and so on until the air elemental is slain. If you choose, lose a fate card to the air to add +3 to your battle roll. Any other player may roll for air. The player who defeats air gets all of air's cards, and +10 life.

Round 1:
“All players must defeat me in battle, my roll is a 4! Each player must roll a 5 or 6 to win. With each loss -3 life. If you roll a 4, you must re-roll. You must battle until you win.”

Round 2:
Best of the best: All other players roll die. You and high roller battle. The first to win 3 out of 5 battles is the champion. The winner gets -7 life, -4 life on player of choice, and +10 life on all other players.