**Luck Of The Die Run**

Rules: Roll dice to determine what will be done next. Once an option has been identified, it is removed from the board for the next two rolls. E.g. If Dragon is rolled, Dragon is no longer an option for the next two rolls. The sub-selection is removed permanently. E.g. If Dragon in Northern Elsweyr is identified, then Northern Elsweyr is no longer part of the game for Dragons. If all sub-selections are removed, then the primary subject is also removed permanently.

1. Dragon Hunt (2)
   1. Northern Elsweyr
   2. Southern Elsweyr
2. World Event (4)
   1. Western Skyrim
   2. The Reach
   3. Summerset
   4. High Isle
3. Dolmen (3)
   1. Aldmeri Dominion (5)
      1. Auridon
      2. Grahtwood
      3. Greenshade
      4. Malibar Tor
      5. Reaper’s March
   2. Daggerfall Covenant (5)
      1. Glenumbra
      2. Stormhaven
      3. Rivenspire
      4. Alik’r Desert
      5. Bangkorai
   3. Ebonheart Pact (5)
      1. Stonefalls
      2. Deshan
      3. Shadowfen
      4. Eastmarch
      5. The Rift
4. Public Dungeon Bosses (9)
   1. Aldmeri Dominion (5)
      1. Auridon
      2. Grahtwood
      3. Greenshade
      4. Malibar Tor
      5. Reaper’s March
   2. Daggerfall Covenant (5)
      1. Glenumbra
      2. Stormhaven
      3. Rivenspire
      4. Alik’r Desert
      5. Bangkorai
   3. Ebonheart Pact (5)
      1. Stonefalls
      2. Deshan
      3. Shadowfen
      4. Eastmarch
      5. The Rift
   4. Coldharbor
   5. Wrothgar (Rkindaleft)
   6. Vvardenfell (2
      1. Forgotten Wastes
      2. Nchuleftingth
   7. Summerset (2)
      1. Karnwasten
      2. Sunhold
   8. Northern Elsweyr (2)
      1. Orcrest
      2. Rimmen Necropolis
   9. Western Skyrim/Blackreach (2)
      1. Labyrinthian
      2. Nchuthnkarst
   10. Blackwood (2)
       1. Zenithar’s Abbey
       2. The Silent Halls
   11. High Isle (2)
       1. Ghost Haven Bay
       2. Spire of the Crimson Cove
5. Delve Daily (10)
   1. Wrothgar
   2. Vvardenfell
   3. Summerset
   4. Murkmire
   5. Northern Elsweyr
   6. Southern Elsweyr
   7. Western Skyrim
   8. The Reach
   9. Blackwood
   10. High Isle
6. World Boss Daily (10)
   1. Wrothgar
   2. Vvardenfell
   3. Summerset
   4. Murkmire
   5. Northern Elsweyr
   6. Southern Elsweyr
   7. Western Skyrim
   8. The Reach
   9. Blackwood
   10. High Isle
7. Undaunted Delve Daily
8. Take A Flying Leap (4)
   1. Stormhaven – Nose Diver
   2. Wrothgar – Cliff Jumper
   3. The Reach – Red Eagle’s Flight
   4. High Isle – Albatross Leap