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## **Domain**

## **Clearing**

THESE ARE DRAFT RULES!

## Phase 1

Per 20" hex

- Check for random monster 1-in-10. (DMG 93c2p2)

- 1.Can have lair and this is it = It will stay until driven off or slain
- 2. Can have lair but not it = Will go out of game if avoided
- 3. 0% in lair = 50% will show up later 50% passing through, will go out of game if avoided
- 1. To "show up later", DM checks 1-in-20 every hex. Can occur with other ecounter.

## Per day

1. 5% for monster to enter core 7 hex if no patrol.

### Phase 2

Per 1 mile hex, as above for 20" hex

Per day

1. 5% for monster into border hex

Per week

1. 5% for monster into non-border hex

### Will the monster leave by itself?

| Мо  | d Condition                    |            |
|-----|--------------------------------|------------|
| +2  | Skulls, etc. placed.           |            |
| +2  | Strong, aggressive patrols.    |            |
| +2  | Organized community (e.g.      | settlement |
| d6  | Result                         |            |
| 1-6 | No. Lair is here or otherwise. |            |
| 7+  | Yes.                           |            |
|     |                                |            |

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