

# 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 encounter.

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?

Mod	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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