

# Domain

## Clearing

THESE ARE DRAFT RULES! UNTESTED

### Phase 1

Per 20" hex

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

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?

Encounters with a lair indicated mean that the monster will NOT leave by itself. Otherwise, roll below:

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.

From:

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Last update: **2025-08-08 02:54**

