

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.

From:

<https://demonidol.com/> - **Demon Idol**

Permanent link:

<https://demonidol.com/domains?rev=1738123438>

Last update: **2025-01-29 04:03**

