

# Domains

## Clearing

THESE ARE DRAFT RULES! UNTESTED

### Phase 1

Per 20" hex

1. 10% for random monster. (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

Use [Hex Movement](#) rules, but it's five times slower because you're searching, so you're moving 1 mile hexes instead of 5 mile hexes.

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.

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