## LEVEL OF DISRUPTION **ENCOUNTER EXAMPLE KEY MECHANICS** TYPE OF DISRUPTION **O**ACTIVATION **O**ATTRIBUTE **O** COMMUNICATION O CROWD CONTROL OFORCED MOVEMENT **O**IDENTITY OINCREASING DC OINHIBIT MOVEMENT OINITIATIVE OLINE OF SIGHT O LOOT/GEAR ONULLIFICATION O PARTY SPLIT **O**TARGET OTERRAIN DANGER **ENCOUNTER EXAMPLE** LEVEL OF DISRUPTION **KEY MECHANICS TYPE OF DISRUPTION O**ACTIVATION **O**ATTRIBUTE O COMMUNICATION O CROWD CONTROL O FORCED MOVEMENT **O** IDENTITY OINCREASING DC OINHIBIT MOVEMENT OLINE OF SIGHT ONULLIFICATION OINITIATIVE O LOOT/GEAR O PARTY SPLIT **O** TARGET OTERRAIN DANGER