

PILGRIMAGE PARTY GENERATOR: Than longen folk to goon on pilgrimages

RAP

This listing is a supplement to what is found in the 1st Edition AD&D Monster Manual. See also [Religion creator](#), and [1,000+ Pilgrims](#).

d4 Number of pilgrims

- 1 16-25 (1d10+15)
- 2 41-50 (1d10+40)
- 3 66-75 (1d10+65)
- 4 91-100 (1d10+90)

d8 Leader of the pilgrimage

- 1 A Cleric (Druid if party is true neutral)
- 2 A Fighter (Paladin if party is lawful good)
- 3 A local priest/priestess
- 4 A merchant (tour guide)
- 5 An Abbot/Abbess
- 6 A monk (monastic)
- 7 A devout lay person
- 8 A Cantor (or other religious functionary)

d6 Guards/Security *

- 1 Local mercenaries
- 2 Local devout fighters
- 3 Followers of the pilgrimage leader
- 4 Henchmen of the Guard leader
- 5 Mercenaries from the place the pilgrimage started
- 6 Devoted fighters from the place the pilgrimage started

* - *The leader of the guards/security will be a fighter (Paladin if LG, Ranger if CG); number of guards is per MM1 (1 per 10 pilgrims)*

d8 Accompaniment if party is mounted *

- 1 A horse-drawn wagon for every 10 pilgrims
- 2 A local guide
- 3 A courier (travelling with the party for security)
- 4 A thief who has insinuated him/herself into the group **
- 5 Individuals riding with them for security **
- 6 A member of a religious hierarchy (incognito? with an escort?)
- 7 Extra security (bodyguard for the VIP)
- 8 Extra personnel to look after the mounts

* - *Multiple rolls possible*

** - *Several if the party is a large one*

d8 Accompaniment if party is on foot *

- 1 An ox-drawn cart for every 15 pilgrims
- 2 A cow for every 5 pilgrims
- 3 A goat for every two pilgrims
- 4 Individuals travelling with them for security
- 5 A local guide
- 6 A thief who has insinuated him/herself into the group **
- 7 A child for every five pilgrims
- 8 An incognito aristocrat (doing penance?)

* - *Multiple rolls possible*

** - *Several if the party is a large one*

d8 Immediate destination *

- 1 A chapel
- 2 A monastery
- 3 A hostel
- 4 An open field
- 5 A castle
- 6 Private (probably wealthy) residence
- 7 A large (holy?) cave
- 8 A (large?) farm

* - *May also be used to determine the last night's lodging location*

d10 Ultimate destination *

- 1 A huge temple
- 2 A chapel
- 3 A sacred grove
- 4 A tomb of a
 - 1 martyr
 - 2 saint
 - 3 hero
 - 4 god
- 5 A graveyard (where several saints/martyrs are buried)
- 6 A battlefield (where a saint was victorious or defeated in a holy cause)
- 7 A hill (where a saint saw a vision?)
- 8 A cave (where a saint lived in exile?)
- 9 A large rock outcropping (where a saint was martyred?)
- 10 A secret location known only to the leader

* - *These will either be on sites of historical significance to the religion, or will possess items of significance (relics, etc.)*

d8 Rituals upon arrival *

- 1 Singing/chanting
- 2 Meditation
- 3 Sacrifice (human, animal, plant, treasure)
- 4 Official prayers
- 5 Spontaneous prayers/dance
- 6 Orgy on site
- 7 Sleep on site
- 8 Contemplate relics
- 9 Hear holy stories
- 10 Combination (roll twice more)

* - *Rituals may be secret, may be public, but will be done as a group*

d10 When rituals take place

- 1 Dawn
- 2 Mid-morning
- 3 Noon
- 4 Mid-afternoon
- 5 Dusk
- 6 During the night
- 7 Midnight
- 8 All day
- 9 All night
- 10 Any time

d8 Overall mood of the group

- 1 Excited
- 2 Bored
- 3 Fearful (just heard about other pilgrims who were attacked/killed)
- 4 Happy
- 5 Determined (have overcome several obstacles)
- 6 Nervous anticipation (one of the group might be sacrificed)
- 7 Tired (they've been on the road a long time/have far to go)
- 8 Devout (singing/chanting as they go)
- 9 Desperate (have faced too many obstacles)
- 10 Fatalistic (have faced obstacles; will now kill to finish the trip)