d30 Mechanics: Pilgrims Generator

PLG1: ALIGNMENT/PRESENCE OF MONK & MAGIC-USERS/NOTES

	Alignment	Monk/MU	Notes
1	lawful neutral	N/Y	
2	lawful neutral	N/N	
3	lawful good	Y/Y	fighters = paladins
4	lawful good	Y/N	fighters = paladins
5	lawful good	N/Y	fighters = paladins
6	lawful good	N/N	fighters = paladins
7	lawful good	N/N	fighters = paladins
8	lawful good	N/N	fighters = paladins
9	lawful good	N/N	fighters = paladins
10	lawful good	N/N	fighters = paladins
11	chaotic good	N/Y	fighters = rangers
12	chaotic good	N/N	fighters = rangers
13	chaotic good	N/N	fighters = rangers
14	chaotic good	N/N	fighters = rangers
15	chaotic good	N/N	fighters = rangers
16	chaotic good	N/N	fighters = rangers
17	neutral	N/Y	clerics = druids
18	neutral	N/N	clerics = druids
19	neutral	N/N	clerics = druids
20	neutral evil	Y/N	clerics = druids
21	lawful evil	Y/Y	pilgrims fight as berserkers†
22	lawful evil	Y/N	pilgrims fight as berserkers†
23	lawful evil	N/Y	pilgrims fight as berserkers†
24	lawful evil	N/N	pilgrims fight as berserkers†
25	lawful evil	N/N	pilgrims fight as berserkers†
26	lawful evil	N/N	pilgrims fight as berserkers†
27	chaotic evil	N/Y	thieves = assasins
28	chaotic evil	N/N	thieves = assasins
29	chaotic evil	N/N	thieves = assasins
30	chaotic neutral	N/N	

PLG2: GROUP SIZE AND MOUNT

	1s: # of Pilgrims		10s: Mounted?*
1	10 pilgrims	1-10	no
2	20 pilgrims	11-20	no
3	30 pilgrims	21-30	yes
4	40 pilgrims		
5	50 pilgrims		
6	60 pilgrims		
7	70 pilgrims		
8	80 pilgrims		
9	90 pilgrims		
0	100 pilgrims		

Instructions for Table PLG4: # of Fighters/Thieves

The results of each column (A,B,C) represent a number of fighters and thieves, where the number on the left of the slash represents a number of fighters and the number on the right of the slash represents a number of thieves (F/T).

The column on the right indicates the maximum number that may be rolled for fighters/thieves to be present in a group of pilgrims based on its size (e.g., if a 4 or higher is rolled for a group of 10 pilgrims, there will be no fighters/thieves present).

Roll 1d3 to determine which column to consult [**1**=A, **2**=B, **3**=C], then roll 1d30 to determine the number of fighters/thieves present, ignoring all results above the "Max. Chance" for the group size.

† though fighting as berserkers, pilgrims will only be armed with daggers

* all pilgrims in a group will be either mounted or unmounted

** all groups will have an 8th level cleric with a 3rd and a 5th level assistant

PLG3: NUMBER OF CLERICS BY LEVEL**

	2nd	4th	6th
1	1	1	1
2	1	2	1
3	1	3	1
4	1	4	1
5	1	4	2
6	2	1	1
7	2	2	1
8	2	3	1
9	2	4	1
10	2	4	2
11	3	1	1
12	3	2	1
13	3	3	1
14	3	4	1
15	3	4	2
16	4	1	1
17	4	2	1
18	4	3	1
19	4	4	1
20	4	4	2
21	5	1	1
22	5	2	1
23	5	3	1
24	5	4	1
25	5	4	2
26	6	1	1
27	6	2	1
28	6	3	1
29	6	4	1
30	6	4	2

PLG4: # OF FIGHTERS/THIEVES
See instructions at left (below PLG2)

	A	B	C	Max. Chance
1	1/1	3/3	6/1	
2	1/2	3/4	6/2	**10 pilgrims** ↓
3	1/3	3/5	6/3	
4	1/4	3/6	6/4	
5	1/5	4/1	6/5	**20 pilgrims** ↓
6	1/6	4/2	6/6	
7	2/1	4/3	7/1	
8	2/2	4/4	7/2	**30 pilgrims** ↓
9	2/3	4/5	7/3	
10	2/4	4/6	7/4	
11	2/5	5/1	7/5	**40 pilgrims** ↓
12	2/6	5/2	7/6	
13	3/1	5/3	8/1	
14	3/2	5/4	8/2	**50 pilgrims** ↓
15	3/3	5/5	8/3	
16	3/4	5/6	8/4	
17	3/5	6/1	8/5	**60 pilgrims** ↓
18	3/6	6/2	8/6	
19	4/1	6/3	9/1	
20	4/2	6/4	9/2	**70 pilgrims** ↓
21	4/3	6/5	9/3	
22	4/4	6/6	9/4	
23	4/5	7/1	9/5	**80 pilgrims** ↓
24	4/6	7/2	9/6	
25	5/1	7/3	10/1	
26	5/2	7/4	10/2	**90 pilgrims** ↓
27	5/3	7/5	10/3	
28	5/4	7/6	10/4	
29	5/5	8/1	10/5	**100 pilgrims** ↓
30	5/6	8/2	10/6	