

Hoard Class Treasurer For Labyrinth Lord

Miscellaneous Weapon

Chance

Amount

Random Magic Item

1

D

34

+

☒

0

☒ CP

☐ SP

☐ EP

☒ GP

☐ PP

☐ Gems

☐ Jewelry

Chance

Random Treasure

Append ☒

Clear

5000 gp

Crossbow Bolts +1 (quantity 3d10)

Dagger +1

Dagger +1

Dagger +1

Trident +1, Fish Command

Miscellaneous Weapon? 37:100

Unprotected Treasure

| Labyrinth Level | SP | GP | Gems | Jewelry | Magic Item |
|-----------------|-----------|---------------|----------|----------|------------|
| 1 | 2d4 x100 | 1d4 x10(50%) | 1d4(7%) | 1d4(5%) | 3% |
| 2 | 2d6 x100 | 1d6 x100(50%) | 1d6(13%) | 1d6(8%) | 5% |
| 3 | 2d8 x100 | 2d4 x100(50%) | 1d6(15%) | 1d6(10%) | 7% |
| 4-5 | 1d8 x1000 | 3d4 x100 | 1d8(20%) | 1d8(10%) | 9% |
| 6-7 | 1d8 x2000 | 1d4 x1000 | 1d8(30%) | 1d8(15%) | 15% |
| 8+ | 1d8 x4000 | 2d4 x1000 | 2d6(40%) | 2d6(20%) | 20% |

8000 gp

3000 gp

Scroll of Cursed

Small Hoards (Individuals)

| Hoard Class | CP | SP | EP | GP | PP | Gems | Jewelry | Magic |
|-------------|-----------|-----------|----------|----------|----------|----------|---------|-----------|
| I | 4d6 | - | - | - | - | - | - | - |
| II | - | - | - | - | - | - | - | - |
| III | - | - | 1d10+1 | - | - | - | - | - |
| IV | - | - | - | 1d8 | - | - | - | - |
| V | - | - | - | - | 1d6 | - | - | - |
| VI | 1d00(70%) | 1d00(5%) | - | 1d00(5%) | - | 1d6(7%) | 1d4(3%) | 1(3%) any |
| VII | - | 1d00(15%) | 1d00(7%) | 1d00(8%) | 1d00(5%) | 1d6(15%) | 1d4(5%) | 1(7%) any |

3000 cp

5000 sp

5000 ep

5000 gp

10 gp Gem

25 gp Gem

75 gp Gem x 3

1000 gp Gem

10 gp Jewelry

400 gp Jewelry

900 gp Jewelry x 2

1100 gp Jewelry x 2

1300 gp Jewelry x 2

Sword +1, locate objects

Potion of Delusion

Potion of Diminution

Scroll of Spells (1)*

Larger Hoards (Lairs)

| Hoard Class | CP | SP | EP | GP | PP | Gems | Jewelry | Magic |
|-------------|-----------|-----------|-------------|-------------|-----------|-------------|-------------|--|
| VIII | x1000 | x1000 | x1000 | x1000 | x100 | - | - | 1d4 scrolls(45%) |
| IX | - | - | - | - | - | - | - | 2d4 potions(45%) |
| X | - | - | - | 1d8(50%) | 3d12(40%) | 2d8+4(60%) | 1d12(40%) | - |
| XI | - | - | - | - | - | 1d6(40%) | - | - |
| XII | - | 1d8(25%) | 1d4(20%) | - | - | - | - | - |
| XIII | 1d6(25%) | 1d4(15%) | - | - | - | - | - | - |
| XIV | - | - | - | - | 2d4(30%) | 1d12(55%) | 1d12(45%) | 1(20%) any |
| XV | 2d12(25%) | 1d00(60%) | 1d8x10(40%) | 1d4x10(60%) | 4d6(30%) | 1d8x10(55%) | 1d8x10(45%) | 6(18%) any 4, 1 potion, 1 scroll |
| XVI | - | - | - | 1d6x10(55%) | 1d4(45%) | 2d8(30%) | 1d10(20%) | 6(30%) any 5, 1 scroll |
| XVII | - | 3d6(15%) | 1d6(25%) | 2d6(45%) | 1d4(25%) | 4d6(25%) | 1d8(10%) | 5(30%) any 3 (no weapons), 1 potions, 1 scroll |
| XVIII | 2d6(7%) | 1d10(35%) | 1d6(20%) | 1d6(30%) | - | 1d8(15%) | 1d8(10%) | 4(30%) any 3, 1 scroll |
| XIX | 1d10(10%) | 1d10(15%) | - | 1d8(55%) | - | 1d6(40%) | 1d6(40%) | 4(15%) any 2, 2 potions |
| XX | 1d12(25%) | 1d6(30%) | 1d6(15%) | - | - | 1d6(20%) | 1d6(20%) | 2(12%) any |
| XXI | 1d10(45%) | 1d4(25%) | 1d4(30%) | 1d4(20%) | - | 1d8(30%) | 1d4(20%) | 1(12%) armor, sword, or miscellaneous weapon |
| XXII | 1d8(30%) | 1d4(20%) | 1d6(25%) | 1d12(40%) | 1d4(20%) | 5d8(55%) | 5d8(45%) | 3(25%) any |

cp? 1:7

sp? 1:35

ep? 1:20

gp? 1:30

Gems? 1:15

Jewelry? 1:10

Magic? 1:30

Gems

Same Individual ☒

Sum Gems ☒

Sum Jewelry ☒

Always Succeed ☒

Hoard Class Treasurer For Labyrinth Lord

Treasure And Gold Taken From
Labyrinth Lord
And
Advanced Edition Companion(Labyrinth Lord)

Put Together By
Unbalanced Dice Games
V.1

Sample File

Using The Hoard Class Treasurer

This pdf/tool emulates the Treasure Hoard Class table on page 106 of the Labyrinth Lord book and a few other things. One page is dedicated to automating the dice rolls the Labyrinth Lord would use, the Hoard Class page. Another, the Treasure Builder page, is dedicated to building your own treasure, your own Hoard Class ideas. The final page is the Unprotected Treasure page which is based off of the Unprotected Treasure table.

The Hoard Class page copies the page on 106 for the most part. Down the left of the chart are buttons numbered 1-22. Pressing one of those buttons creates treasure that appears in the text field to the right of the table. The Labyrinth Lord can copy and paste the treasure that shows up in this field to another document. To the right of that field is another text field that outputs the chance rolls for each of the possible treasures associated with the button/HC. It will read "Treasure Type? Dice Roll:Chance Of Happening". The Dice Roll must be below or equal to the "Chance Of Happening" part. Beneath this field are 4 more items. The first is called "Gems", with 2 options: Same or Individual. If Same is checked all the Gems rolled up will have the same value. If individual, then each gem has a chance to have a different value than the others. But with enough gems rolled up there will be duplicates. After this there is "Sum Gems". If checked then each matching gem will be part of a sum instead of being individually listed. After this is "Sum Jewelry", and this is the same as "Sum Gems" but for Jewelry. Finally there is "Always Succeed", if checked results in every chance of something occurring succeeding. All of these fields affect everything on the Hoard Class, the Treasure Builder and Unprotected Treasure pages.

The Treasure Builder page has the same fields on the right as on the Hoard Class page. They are unconnected though, what appears on this page is only for this page. Next to the treasure output field is a check box labelled "Append". If checked all new output on this page is added to the output field; if not checked all new output overwrites what is in the output field. Below that is a button labelled "Clear". If pressed all text in the output and chance fields are cleared.

To the top left of these fields is a combo box that lets you select a treasure type. These options and all treasure in the pdf are drawn from page 86+ of the Advanced Edition Companion. Directly below this is a combo box labelled "Chance" that lets you select 1-100. This determines the chance that a random item will be produced. Below that is "Amount", which has similar options. This determines how many items will appear. To the right is a button labelled "Random Magic Item". Press this and it will use all 3 of the above fields to see if one or more magic items will appear in the output field.

Directly below this area is the treasure generator area. There are 3 combo boxes. The first is the number of dice that will be rolled. The second is the type of dice that will be rolled. The third determines if any numbers will be added or multiplied to the dice roll. The 2 radio buttons in front of this are "+" and "X". "+" adds and "X" multiplies. Below and to the left are radio buttons labelled with different treasures that can be generated. Select which one you want by pressing the radio button. To the left is a check box labelled "X 1000/100". If pressed every coin but "pp" will be multiplied by 1000. If it is "pp" it will be multiplied by 100. This supports the same behavior in the Hoard Class page, buttons 8 and up. To the right is the chance field which is the same as the chance field in the Random Magic Item area. Finally the button "Random Treasure" rolls for the treasure check you have set up.

The last page is the Unprotected Treasure page from page 124 of Labyrinth Lord. It is essentially like the Hoard Class page but much smaller.

| Hoard Class | Small Hoards (Individuals) | | | | | | | |
|-------------|----------------------------|-------------|-------------|-------------|------------|-------------|-------------|---|
| | CP | SP | EP | GP | PP | Gems | Jewelry | Magic |
| | 4d6 | - | - | - | - | - | - | - |
| | - | 2d8+1 | - | - | - | - | - | - |
| | - | - | 1d10+1 | - | - | - | - | - |
| | - | - | - | 1d8 | - | - | - | - |
| | - | - | - | - | 1d6 | - | - | - |
| Hoard Class | 1d00(70%) | 1d00(5%) | - | 1d00 (5%) | - | 1d6 (7%) | 1d4 (3%) | 1 (3%) any |
| | - | 1d00(15%) | 1d00 (7%) | 1d00 (8%) | 1d00 (5%) | 1d6 (15%) | 1d4 (5%) | 1 (7%) any |
| | Larger Hoards (Lairs) | | | | | | | |
| | CP x1000 | SP x1000 | EP x1000 | GP x1000 | PP x100 | Gems | Jewelry | Magic |
| | - | - | - | - | - | - | - | 1d4 scrolls(45%) |
| | - | - | - | - | - | - | - | 2d4 potions(45%) |
| | - | - | - | 1d8(50%) | 3d12(40%) | 2d8+4(60%) | 1d12(40%) | - |
| | - | - | - | - | - | 1d6(40%) | - | - |
| | - | 1d8(25%) | 1d4(20%) | - | - | - | - | - |
| | 1d6(25%) | 1d4(15%) | - | - | - | - | - | - |
| | - | - | - | - | 2d4 (30%) | 1d12(55%) | 1d12(45%) | 1(20%) any |
| | 2d12(25%) | 1d00(60%) | 1d8x10(40%) | 1d4x10(60%) | 4d6 (30%) | 1d8x10(55%) | 1d8x10(45%) | 6(18%) any 4, 1 potion, 1 scroll |
| | - | - | - | 1d6x10(55%) | 1d4 (45%) | 2d8(30%) | 1d10(20%) | 6(30%) any 5, 1 scroll |
| | - | 3d6 (15%) | 1d6(25%) | 2d6(45%) | 1d4 (25%) | 4d6(25%) | 1d8(10%) | 5(30%) any 3 (no weapons), 1 potions, 1 scroll |
| | 2d6(7%) | 1d10(35%) | 1d6(20%) | 1d6(30%) | - | 1d8(15%) | 1d8(10%) | 4(30%) any 3, 1 scroll |
| | 1d10(10%) | 1d10(15%) | - | 1d8(55%) | - | 1d6(40%) | 1d6(40%) | 4(15%) any 2, 2 potions |
| | 1d12(25%) | 1d6(30%) | 1d6(15%) | - | - | 1d6(20%) | 1d6(20%) | 2(12%) any |
| | 1d10(45%) | 1d4(25%) | 1d4(30%) | 1d4(20%) | - | 1d8(30%) | 1d4(20%) | 1(12%) armor, sword, or miscellaneous weapon |
| | 1d8(30%) | 1d4(20%) | 1d6(25%) | 1d12(40%) | 1d4 (20%) | 5d8(55%) | 5d8(45%) | 3(25%) any |

Sample File

Append

Chance

Amount

| | | |
|--|---|---|
| | D | + |
| | | X |

| | |
|------------|----|
| | CP |
| | SP |
| | EP |
| | GP |
| | PP |
| X 1000/100 | |

Chance

Gems

Jewelry

Sample File

| Unprotected Treasure | | | | | |
|----------------------|-----------|---------------|----------|-----------|------------|
| Labyrinth Level | SP | GP | Gems | Jewelry | Magic Item |
| | 2d4 x100 | 1d4 x10(50%) | 1d4(7%) | 1d4(5%) | 3% |
| | 2d6 x100 | 1d6 x100(50%) | 1d6(13%) | 1d6(8%) | 5% |
| | 2d8 x100 | 2d4 x100(50%) | 1d6(15%) | 1d6(10%) | 7% |
| | 1d8 x1000 | 3d4 x100 | 1d8(20%) | 1d8 (10%) | 9% |
| | 1d8 x2000 | 1d4 x1000 | 1d8(30%) | 1d8(15%) | 15% |
| | 1d8 x4000 | 2d4 x1000 | 2d6(40%) | 2d6(20%) | 20% |

Sample File