

Lumberlands

Player's Guide

A setting conversion for the
Black Hack rules

By Norton Glover



Introduction

This is an adaptation of the *Lumberlands* setting found in the OSR zine called the **Wampus County Travel Guide 1: Lumberlands** by Lost Pages games.

Lumberlands is a system-agnostic setting with no stats or rules. This booklet provides the rules to create characters using the **Black Hack** RPG by David Black.

To use this booklet, you'll need a copy of the Black Hack rules and the Lumberlands zine. This was designed using the second edition of the Black Hack rules, though it should work with the first edition rules as well.

Both are available for sale online.

Black Hack: <https://www.drivethrurpg.com/product/255088/The-Black-Hack-Second-Edition>

Lumberlands: <https://www.drivethrurpg.com/product/337406/Lumberlands--Wampus-Country-Travel-Guide-I>

Classes

Lumber/Fighters

Starting Stats

Starting Hit Points (HP): roll 1d4 + 6

Starting Hit Die (HD): 1d8

Usable Weapons & Armour: Any and all

Attack Damage: See 'Scrapper'

D6 Trophy

- 1 Bare-knuckle Boxing Belt
- 2 Wooden Nickel
- 3 Ship in a Bottle
- 4 Silver Bullet
- 5 Ancient Arrowhead
- 6 Old Badge

Equipment

Every **Lumber/Fighter** starts with a distinctive and personal tattoo, which the Player should design and also choose a body location. Has climbing equipment. Also choose to start the game with either A or B:

- **A** – Lucky Flannel (AV2), 2 hatchets, 2d6 coins, A chaw of tobacco
- **B** - Lucky Flannel (AV2), forestry axe (large weapon), 4d6 coins, pulp magazine

Feats of Strength

In social settings, a **Lumber/Fighter** can get an **Advantage** by performing a physical stunt to impress the public. Player must invent a suitably impressive stunt, then make a successful STR roll. If it works, all social rolls (persuasion, intimidation, etc.) for the day in that location will be at **Advantage**.

Pulpwood Toss

When in a forested area, the **Lumber/Fighter** can automatically find a log to throw as a weapon. **Nearby** range.

Scrapper

A **Lumber/Fighter** has a 'pool' of **Damage Dice** (d6s) equal to their HD.

When making an **Attack** distribute any number of these **Damage Dice** among any number of **Nearby** targets.



For each target the **Player** assigns the **Damage Dice**, the Player must come up with an exciting and bespoke narration for the Attack.

Make an **Attribute Test** for each target to see if it is hit, if so, roll the **Damage Dice** assigned to it and reduce its HP by that amount.

The pool of **Damage Dice** resets at the start of the **Lumber/Fighter's** Turn.

When you Gain a New Level

Acquire and share a number of **Experiences** equal to your current HD to advance a **Level**. When you gain a **Level**:

Roll a d20 once for each **Attribute** - if you roll over, it goes up one point, make an extra roll for one **Attribute** of your choice.

Gain 1HD - Roll 1d8 with Advantage to gain that many additional maximum HP.

Gain a **Damage Die**.

Lumber/Cleric

Starting Stats

Starting Hit Points (HP): roll 1d6 + 4

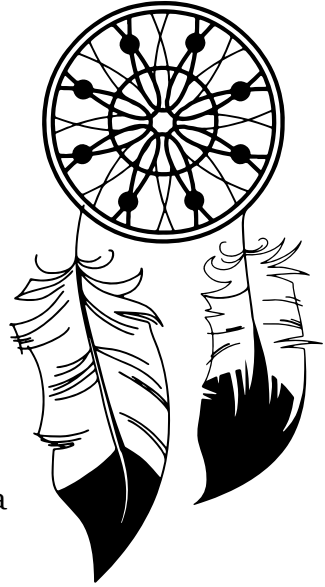
Starting Hit Die (HD): 1d8

Usable Weapons & Armour: All blunt weapons, cloth, leather

Attack Damage: 1d6 or 1d4 if unarmed

D6 HOLY SYMBOL

- 1 Dreamcatcher
- 2 Bezoar
- 3 Cornstalk Doll
- 4 Lucky Coin
- 5 Silver Acorn
- 6 Scrimshaw Idol



Equipment

Every **Lumber/Cleric** starts with a

Good Book containing 1d4+2

prayers of your choosing from

levels 1 & 2 (p.27). Has climbing

equipment. Also choose to start the game with either A or B:

- **A** – Lucky Flannels (AV2), Maul, 2d8 coins and purse, Dr. Andral S. Kilmer's Swamp Root (Healing potion), can opener
- **B** - Dungarees (AV1), Sledgehammer (2 handed, Large weapon), Well-seasoned frying pan, bottle of maple syrup, fiddle

Banish Undead

A **Lumber/Cleric** may spend an **Action** to Banish all Nearby undead by testing their WIS and adding the Creatures' HD to the roll. For full Banish Undead rules see Black Hack book p.15.

Cast-Iron Stomach

Roll with **Advantage** when making a CON **Attribute Test** to resist poisons or being Paralyzed or impeded.

Memorizing Prayers

Once per Day, a **Lumber/Cleric** may spend an Hour memorizing a number of prayers equal to their **Level**, from scrolls and books.

A **Lumber/Cleric** can only memorize prayers of levels up to and equal to their current **Level** (Black Hack book p.27).

Invoking Prayers

A **Lumber/Cleric** can spend an **Action** on their **Turn** to cast a prayer from memory. Once the effects are resolved, the **Lumber/Cleric** should make an **Attribute Test** – adding the prayer’s level to the roll. If they have already cast the spell this session this **Attribute Test** is made with **Disadvantage**. If they fail, the prayer is no longer memorized, and the **Lumber/Cleric** cannot cast the prayer until they memorize it again. For expanded spellcasting rules see Black Hack book p.15.

When you Gain a New Level

Acquire and share a number of **Experiences** equal to your current HD to advance a **Level**. When you gain a **Level**:

Roll a d20 once for each **Attribute** – if you roll over, it goes up one point, make an extra roll for either **Strength** or **Wisdom**.

Gain 1HD - Roll 1d8 - gain that many additional maximum HP.

Lumber/Thieves

Starting Stats

Starting Hit Points (HP): roll 1d6 + 2

Starting Hit Die (HD): 1d6

Usable Weapons & Armour: All one-handed axes, all bows, daggers, cloth, flannel

Attack Damage: 1d6 or 1d4 if unarmed

D6 LUCKY CHARM

- 1 Loaded Dice
- 2 Jackalope Skull
- 3 Faded Photograph
- 4 Prison Tattoo
- 5 Marked Cards
- 6 Rabbit's Foot

Equipment

Every *Lumber/Thief* starts with climbing equipment. Also choose to start the game with either A or B:

- **A** – Lucky Flannel (AV2), 3 Throwing Axes, Boots with a good luck charm on them
- **B** – Denim Overalls (AV1), bow & arrows (Ud8), 3d6 coins, lock picks

Talents of an Arboreal Nature

Roll *Attribute Tests* with *Advantage* when performing the following *Actions*:

Delicate tasks

Climbing Trees

Listening and eavesdropping

Moving silently and unseen

Eyes in the Back of Your Head

Roll with *Advantage* when testing Dexterity for initiative when in the forest.

Dirty Low-down Backstabber

If a **Lumber/Thief** has Moved silently to get behind a Creature, and they are unaware of the **Lumber/Thief's** presence, the **Lumber/Thief** may make an **Attack** that automatically hits and deals $2d6 + \text{the } \mathbf{Lumber/Thief's} \text{ Level}$ damage.

From Parts Unknown

At the start of the gaming session roll $1d10$, if the result is below your current **Level** - you can customize or entirely change your **Background**.



Always a Way Out

Regardless of what the **Lumber/Thief** is carrying, they have a hidden metal file concealed on their person.

When you Gain a New Level

Acquire and share a number of **Experiences** equal to your current HD to advance a **Level**. When you gain a **Level**:

Roll a $d20$ once for each **Attribute** - if you roll over, it goes up one point, make an extra roll for either Dexterity or Wisdom.

Gain 1HD - Roll $1d6$ - gain that many additional maximum HP.

Lumber/Wizards

Starting Stats

Starting Hit Points (HP): roll 1d4

Starting Hit Die (HD): 1d4

Usable Weapons & Armour: Cloth, one-handed axe, staff, dagger

Attack Damage: 1d4 or 1 if unarmed D6

Familiar

The **Lumber/Wizard** can choose or roll randomly on the table of familiars in the Lumberlands books (pg 43)

Equipment

Every **Lumber/Wizard** starts with a **Spellbook** containing 1d4+2 spells of your choosing from spell levels 1 and 2 (p.26). Has climbing equipment. Also choose to start the game with either A or B:

- **A** - Cloth robes (AV1), pike pole, 2d8 coins & purse, pocket watch, banjo, bag of magic trinkets
- **B** - War-Bonnet (AV1), Bowie Knife, 4d6 coins & purse, bag of hard candy, pipe, packet of magic mushrooms

Lucky Find

If you roll a 1 for starting **Hit Points** -generate a random magical item from Black Hack book p.114-115 as part of either of the starting equipment choices.

Memorizing Spells

Once per Day a **Lumber/Wizard** can spend an **Hour** memorizing a number of spells equal to their **Level**, from scrolls and books. A **Lumber/Wizard** can only memorize spells of levels up to and equal to their current **Level** (Black Hack book p.26).

Casting Spells

A **Lumber/Wizard** may spend an **Action** on their **Turn** to cast a spell from memory. Once the effects are resolved, the **Lumber/Wizard** should make an **Attribute Test** - adding the spell's level to the roll. If they have already cast the spell this session this **Attribute Test** is made with **Disadvantage**. If they fail, the spell is no longer memorized, and the **Lumber/Wizard** cannot cast the spell until they memorize it again.

For expanded spellcasting rules see Black Hack book p.15.

When you Gain a New Level

Acquire and share a number of **Experiences** equal to your current HD to advance a **Level**. When you gain a **Level**:

Roll a d20 once for each **Attribute** - if you roll over, it goes up one point, make an extra roll for either Intelligence or Wisdom.

Gain 1HD - Roll 1d4 - gain that many additional maximum HP.



Lumber-Spells

This is a list of spells usable by **Lumber/Wizards**. It's mostly a re-branded list of the original Black Hack spell list (pg. 26)

Level 1

Inveigle: A **Nearby** NPC or Monster obeys a simple command and will perform a simple Action.

Hoodoo Hatchet: A **Faraway** or **Distant** target takes 1d6 damage for each of the Spellcaster's Levels.

Foxfire: Creates dim light from a **Nearby** dead wood or leafy ground that lasts for Ud8 Minutes.

Bark-Skin: Gives the caster skin like tree bark (AV2) - when each **Armor Die** is **Broken** it's gone for good.

Level 2

Blanket Fever: Roll the Wizard's HD, **Nearby** Creatures with fewer HP than rolled fall asleep - lasts Ud6 Minutes.

Detect Mojo: Everything **Nearby** that is magic glows - lasts Ud6 Minutes.

Mojo Padlock: A **Nearby** door or lock is either opened or locked.

Sap Splatter: Covers a **Nearby** area in sticky tree sap, stopping movement - lasts Ud6 Minutes.

Skookum: Adds 1 point to target's STR - lasts Ud6 rounds..

Level 3

Lights Out: Pure darkness covers a **Nearby** area and blocks all types of vision - lasts Ud6 Minutes.

Mitigate Mojo: Removes or reverses the effects of a **Nearby** Arcane spell.

Chatter of the Crow: Creates an annoying magical crow that repeats a phrase to all **Nearby** Creatures.

Booklearnin': Read all languages and magic - lasts Ud12 Minutes.

Level 4

Walk like the Fox: A **Nearby** Creature is made invisible until it Attacks or the spell is dispelled.

Wildfire: 1d4 **Nearby** Creatures take 1d6 damage for each of the Spellcaster's Levels.

Eyes of the Owl: A **Nearby** Creature can see in absolute darkness - lasts Ud6 Minutes.

Higgeldy-Piggelty: 2d6 **Nearby** targets immediately make a **Reaction Roll** (Black Hack p.31).

Level 5

Squirrel Spirit: As an **Action**, the Spellcaster may Move a **Nearby** object with aid of an invisible, incorporeal squirrel - lasts Ud10 Minutes.

Skinwalker: Transform a **Nearby** Creature to have the appearance of another for a Day.

Mend Malediction: Removes a curse from a **Nearby** target.

Wall of Thorns: Wall of jagged thorns covers a **Nearby** area, any Creature that comes **Close** takes damage equal to its HD.

Level 6

Secret Trail: Teleport a target to a **Distant** location.

Walking Stiffs: Reanimate 2d4 **Nearby** corpses. Each has half the Spellcaster's HD and is under the effects of Charm.

Flesh to Wood: Turns a **Nearby** Creature into wood (or vice versa).

Addle: Reduces a **Nearby** target's INT to 4 - lasts Ud6 Moments.

Level 7

Summon Syrupoid: Create a Syrupoid (see Lumberland GM's guide). It is under the effect of **Charm (Inveigle)**.

Invisible Stalker: Summons an extra-dimensional monster (1d6 HD) to perform a complex task.

Mighty Musk: Creates a cloud **Nearby**, Creatures that touch it are taken OofA - lasts Ud4 Moments.

The Far Trail: Transports a **Nearby** target to any place known to the Spellcaster.

Level 8

Anti-Mojo Shell: Cancels all Arcane magic **Nearby** to the caster - lasts Ud6 Moments.

Memaloose: 2d4 **Nearby** targets with 7HD or fewer are taken OofA.

Speak to the Heavens: Ask three questions and receive truthful answers from the outer gods.

Level 9

Timberfall: **Nearby** Creatures take 8d6 damage from falling trees.

Hellish Minion: Summons a daemon (p.84-85) with 1d8 HD that is under the effect of a **Charm** spell - the caster must make a INT **Attribute Test** to maintain the **Charm** when used.

Sawdust: A single **Nearby** Creature of lower Level than the Spellcaster Turns into sawdust.

Level 10

Smite: A **Nearby** Creature with 50HP or less dies and cannot be resurrected.

Melancholia: A **Nearby** Creature must Test its CON, if they fail that Test they lose a **Level** and all its benefits.

Stopped Clock: Stops time completely in a **Nearby** area - lasts Ud4 Moments.

Heart's Desire: Change reality in a minor and limited way (at the GM's discretion).

Lumber-Prayers

This is a list of spells usable by **Lumber/Clerics**. It's mostly a re-branded list of the original Black Hack Prayer list (pg. 27)

Level 1

Patch up Hurt: Heal a **Nearby** target 1d8 HP.

Detect Devilry: Everything **Nearby** that is evil glows - lasts Ud6 Minutes.

Foxfire: Creates dim light from a **Nearby** dead wood or leafy ground that lasts for Ud8 Minutes.

My Faith is a Shield: **Advantage** on all harmful tests against an evil source - lasts Ud8 Minutes.

Level 2

All Hands and the Cook: Purifies all **Nearby** food and drink.

Fightin' Words: **Nearby** allies gain +1 to stats when making Attacks and saves - lasts Ud8 Minutes.

Confound Snares: Notice all **Nearby** traps - lasts Ud6 Minutes.

Barkin' at a Knot: Paralyzes 1d4 **Nearby** targets. Test WIS each Turn to see if the effect lasts.

Level 3

Bestill All Voices: Magical silence covering everything **Nearby** to a target - lasts Ud8 Minutes.

Varmint Voice: Can understand and talk with animals - lasts Ud8 Minutes.

Break in the Clouds: A **Nearby** area is illuminated by sunlight - lasts Ud8 Minutes.

Mend Malady: Cures a **Nearby** target of all diseases.

Level 4

Seek & Ye Shall Find: Sense the direction of a known object - lasts Ud6 Minutes.

Stiffen Your Spine: All **Nearby** allies Defend against Attacks with **Advantage** - lasts Ud4 Moments.

Banish Jinx: Removes a curse from a **Nearby** target.

Chat With the Croakers: Ask a **Nearby** corpse three questions.

Level 5

Summon Flapjacks: Create enough pancakes/water for all **Close** Creatures for one Day.

Patch up the Vitals: Heal a **Nearby** target 3d8+3 HP.

Suck Out the Poison: Instantly remove a poison or immunize a **Nearby** target from poison.

Faith is My Armor: Gives **Nearby** Characters Aura (AV2) - when each **Armour Die** is Broken it's gone for good.

Level 6

Straight Dope From On High: The Cleric's deity truthfully answers 3 questions.

Bad Mojo Begone: Removes a *Nearby* evil spell.

Death & Damnation: Choose a *Nearby* evil Monster and make a WIS test. If passed the target is OofA.

Consumption: Test WIS for 1d12 *Nearby* targets. On a success, they lose 2d8 HP and take *Ongoing Damage*.

Level 7

The Big Ask: Force a *Nearby* Creature to obey a complex series of up to 2d4 orders or steps.

Your Work Aint' Done: Return a *Nearby* willing target to life, who's died within the last seven Days.

Geppetto: Give a *Nearby* object motion and a simple intelligence.

Axe Storm: Blades cover a *Nearby* area, any Creature that comes *Close* takes its HD in damage.

Level 8

Earth & Sky: Create an elemental (Black Hack p.91) with HD equal to caster's Level - lasts Ud12 Minutes.

Secret Trail: The path to a chosen location is made known - lasts Ud10 Minutes.

Back to the Bunkhouse: Gives the caster the ability to teleport back to the location this spell was cast.

Level 9

My Spirit Does Roam: Projects an avatar of the caster into a chosen place - lasts Ud8 Minutes.

Speaks-With-Thunder: Controls the *Nearby* weather to all extremes - lasts Ud6 Minutes.

Trembling in the Camp: Test WIS for all *Nearby* Creatures, on a success, they are taken OofA.

Level 10

Sky West and Crooked: Nearby Creatures with 5HD or less drop dead, those with 6-8HD are Paralyzed and Creatures with 9-10HD cannot make an *Action* for the next 1d6 Minutes.

Morning Fog: The caster may Turn into mist and back, at will for the rest of the session.

Vim and Vigor: Returns all Levels lost by the caster or a single *Nearby* Creature via Level drain.

Notes

