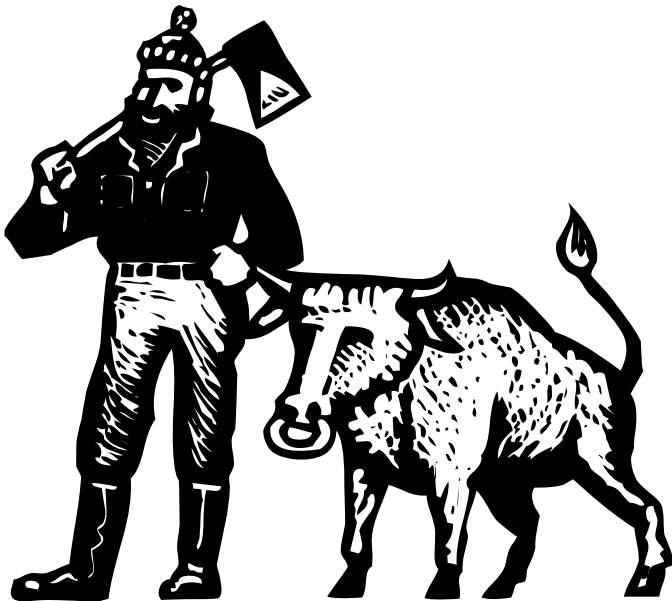


# Lumberlands

## GM'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 stats for all of the monsters of the Lumberlands setting using the format from 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. All of the descriptions of the creatures are found in the 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>

# Monsters

## Sasquatches (pg 20)

### Worksquatch – HD 5

Fists - STR (1 **Close**) 8 dmg

### Warsquatch – HD 8

Claws or Tusks - STR (1 **Nearby**) 10 dmg

Hurls Rocks or Logs- DEX (1 **Nearby**) 8 dmg

Bloodthirsty! deals double damage against targets below ½ max HP.

### Brainsquatch – HD 4

Claws - STR (1 **Close**) 6 dmg

Spider Legs – Can scamper up walls and ceilings. One attack on the Brainsquatch per turn will be at **Disadvantage**.

**Spellcaster!** Brainsquatches know 2d4 of the following spells. As an Action cast one of the following spells - each spell has a Usage Die to track its limited power:

**Level 1 - Magic Missile (Ud8)** - 4 dmg to a **Nearby** target.

**Level 1 - Charm (Ud8)** - A **Nearby** NPC or Monster obeys a simple command and will perform a simple Action.

**Level 1 - Light (Ud8)** Creates dim light from a **Nearby** spot or object that lasts for Ud8 Minutes.

**Level 1 - Shield (Ud8)** - Gives the caster Arcane Mail (AV2) - when each Armour Die is Broken it's gone for good.

**Level 2 - Sleep (Ud6)** - Roll 1d8 for each HD the Wizard has, **Nearby** Creatures with fewer HP than the sum are Paralyzed.

**Level 2 - Web (Ud6)** - Traps a **Nearby** area, stopping movement - lasts d6 Minutes.

**Level 3 - Darkness (Ud4)** - Pure darkness covers a **Nearby** area and blocks all types of vision - lasts d4 Minutes.

**Level 3 - Dispel Magic (Ud4)** - Removes or reverses the effects of a **Nearby** Arcane spell.

## Coven-Mother – HD 10

Claws - STR (1 Close) 10 dmg

Psychic Blast - (Ud6) - 1d6 Nearby Creatures must make a successful INT Test or take 8 dmg.

Queen of the Hive – (Ud6) – can summon 1d6 Warsquatches

### Half-squatch – HD 3

Claws - STR (1 Close) 4 dmg

**Violent!** When reduced to 0HP, instead of removing the half-squatch - keep them for 1 more Moment.

## Special Sasquatch Superpowers

The Lumberlands book has a table of optional powers you can give individual Sasquatches (pg 24). Here's how they'd work in game terms.

1. **Can see heat patterns** – Players trying to hide from the Squatch make rolls at **Disadvantage**
2. **Roll into a ball** – Players must make DEX rolls to avoid 5 pts damage and being bowled over.
3. **Long, sticky tongue** – DEX to avoid being grappled, STR roll to break free
4. **Gas** – Roll CON to avoid unconsciousness for 1d6 rounds, and lose 1d4 HP per Character Level
5. **Barbed Spines** – DEX to avoid – 4 dmg
6. **Bony armor** – May ignore the damage from one Attack per fight.
7. **Distending jaw** – STR test to avoid being swallowed. 3 dmg per round when swallowed. STR test at **Disadvantage** to crawl out.
8. **Wings** - Twice per battle, the squatch may make two **Movements** per **Moment**.
9. **Hornets** - CON (1 Close) 2 dmg
10. **Missile Fists** - DEX roll to avoid being grabbed, or losing an item.

## Dangerous Critters (pg 32)

### Slubberdegullion – HD 4

Claws - STR (1 **Nearby**) 8 dmg

Acid Spray - DEX (1d4 **Nearby**) 4 dmg

**Acid!** Armour Dice cannot be used to ignore damage.

### Copsodiles - HD 2

Bite - STR (1 **Close**) 3 dmg

**Death-Roll-Log-Roll!** Once a Target is bitten, it rolls down a hill to **Faraway**. Target must make STR check to break free of Copsodile's jaws.

**Disguised as a Log!** Players must make WIS roll to spot. Anyone who fails, loses initiative

### Bubbalisks – HD 1

Bite - STR (1 **Nearby**) 1 dmg

Gaze – WIS (1 **Nearby**) 1 dmg

**Arboreal Gaze!** Creatures hit by the gaze will polymorph into small tree

**Distinctive Laugh!** Targets can make INT to hear the Bubbalisk before seeing it.

### Reversibear – HD 3 / HD 3

Claw (Bear) - STR (1 **Close**) 6 dmg

Tail (Beaver) – STR (1 **Nearby**) 2 dmg

**Stubborn!** (Bear Form) If hit by an Attack with an odd die roll, the mauler takes half damage.

**Tail Slap!** (Beaver Form) If hit by an Attack, target must make CON roll, or be stunned for 2 rounds

**Two Forms!** Can switch between grizzly bear and giant beaver form at will, each with its own HP

**Regenerates!** Inactive form regenerates d8 HP/round.

### Perytons – HD 4

Horns - STR (1 **Nearby**) 5 dmg

**Sprightly!** Twice per battle, the peryton may make two Movements per Moment.

### Tatterdemeowlion – HD 2

Claws - STR (1 **Nearby**) 2 dmg

Fire Breath (20% chance) – DEX (2 **Nearby**) 3 dmg  
Armour Dice cannot be used to negate damage dealt by this Attack

**Sprightly!** Twice per battle, the Tatterdemeowlion may make two Movements per Moment.

### Ankle-Biter Swarm – HD 1

Varmit Bites - CON (1 **Close**) 2 dmg

**Swarming!** All Nearby swarming Ankle-Biters share their HP equally as one communal 'pool'.

**Puny!** Takes double damage from Attacks that affect multiple targets

### Feral Gunkey – HD 2

Kick - STR (1 **Close**) 4 dmg

**Stubborn!** If hit by an Attack with an odd die roll, the Gunkey takes half damage.

### Owlbears – HD 4

Claw, Claw, Bite - STR (1 **Close**) 7 dmg

**Sprightly!** Twice per battle, the owlbear may make two Movements per Moment.

### Unpheasant – HD 1

Spurs - STR (1 **Close**) 1 dmg

**Toxic Personality!** If eaten, causes rudeness.

## Baudekin, The Squirrel City (pg 25)

### Band of Squirrels – HD 2

Bite – STR (1 **Close**) 3 dmg

## Portal Land (pg 29)

### False Ones – HD 4

Jagged Maw - STR (1 **Nearby**) 5 dmg

**Hypnagogic Conversation!** Make an INT roll to avoid performing one **Action** of the False One's choosing.

## Woad-Oxen (pg 30)

### Woad-Oxen Warrior – HD 5

Spear Thrust - STR (1 **Nearby**) 8 dmg

Throwing Knives - DEX (1 **Nearby**) 4 dmg

**Gloaming Camouflage Paint!** At twilight, the first initiative DEX roll is at Disadvantage. All missile attacks at twilight are at Disadvantage.

## Deadly Plants (pg 34)

### Flock of Tree-Gulls – HD 1

Pecking - STR (1 **Close**) 1 dmg

**Flock!** All **Nearby** Tree-Gulls share their HP equally as one communal 'pool'.

### Lonesome Pine

**Transmogrify!** Sleepers must make INT roll to avoid being changed into pine trees.

### Deadwood Skeletons – HD 1

Bony Claws - STR (1 **Close**) 3 dmg

### Wolfthorn Wooden Dog – HD 2

Soft Jaws - STR (1 **Close**) 1 dmg

**Pack tactics!** When Attacking roll a 1d4, if the result is under the number of **Nearby** allies, deal that value as damage to the target.

### Genius Flytrap – HD 5

Branches - STR (1 **Nearby**) 6 dmg.

**Snagged!** Victims hit by branches will be pulled **Close** towards the Flytrap's mouth.

Swallow – STR (1 **Close**) 4 damage.

**Swallowed by Flytrap!** Deals **Ongoing Damage** that requires a STR Test at Disadvantage to end.

**Spellcaster!** 40% chance it knows 1d6 spells from level 1d4.

**Root Brain!** Unless destroyed by acid, a dead flytrap will regenerate in 2d4 days.

## Things of Nightmare (pg 41)

### Syrupoid – HD 3

Goey Slap - STR (1 **Close**) 4 dmg

**Absorption!** Deals **Ongoing Damage** that requires a STR Test to end.

### Vampire Saw – HD 4

Jagged Blade - STR (1 **Close**) 5 dmg

**Bloodthirsty!** deals double damage against targets below ½ max HP.

### Axe-Murderer – HD 5

Axe Hands and Feet - STR (3 **Nearby**) 6 dmg

**Unyielding Hunger!** When injured by the Axe-Murderer, make a CON roll to avoid infection. If infected, the victim will have all future rolls at Disadvantage if they haven't eaten in the last ten minutes.

# Notes

