

The Cabin in the Woods One Page

Dungeon

A cabin in the woods can be many things: from a forester dwelling to an outpost of a monstrous conspiracy with international branches.

Hooks

The characters may find the cabin for many reasons, for example:

- Traveling the woods, they are surprised by bad weather and takes a wrong turn. They are undecided about whether they should set up camp or attempt to backtrack.
- Disappearances in the area spurred the characters to look for themselves or local authorities to hire them to investigate.

They find themselves in desolate parts of the woods and stumble upon an unknown cabin.

Dungeon Features

The cabin is a study wood building. The map uses a 5 ft. scale for human-sized residents and a 10 ft. scale for giant and ogre residents.

The state of the cabin depends on the current inhabitants. It may be a well-maintained home for civilized folk, a half-collapsed abandoned shack, or even the ruined lair of lycanthropes or monsters.

Old cabins fall to ruin with neglect and often attract new residents – like wild animals, vermin and insects, orcs, and ogres.

Entrances

There are at least two entrances to the cabin, in addition to the many windows. The cabin has a front- and side door and may have a secret tunnel to the basement and a rooftop hatch.

Areas

The cabin has rooms like bedrooms, kitchen, restroom, and living room as an ordinary dwelling.

The cabin may also have additional areas, like a crawl- or ordinary basement, or a loft.

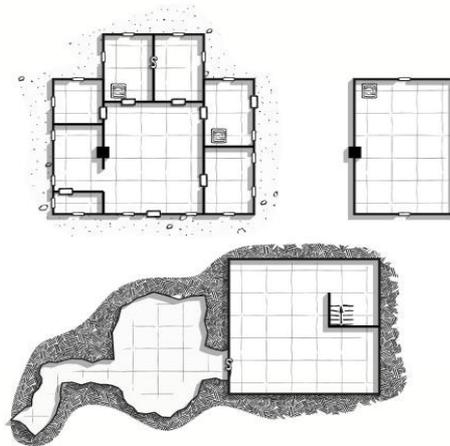
Forgotten Barrow. The cabin is built on a barrow, the ancient grave of a spiteful chieftain who was betrayed and secretly buried here. At night, the faint whispers are sometimes heard between the trees, and are believed to be the chieftain calling from the grave.

Hidden Loft. Seen from the outside, it is possible to overlook that the cabin has a low-ceiling loft. For decades, the residents have hidden secrets: lost books, stolen trinkets from folks lost in the woods, and stolen goods from the city.

Secret Basement. The cabin basement is used to store provisions and all kinds of tools necessary for an isolated life in the woods. The residents have hidden chests and compartments under the floorboards. Some may hide bodies of hapless travelers and passed relatives.

Secret Tunnels. The cabin basement is used to store provisions and all kinds of tools necessary for an isolated life in the woods.

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Monsters and Sinister People

Usually, residents of remote cabins are ordinary folk preferring the freedom of self-sufficient life in peace. At other times, they are not. Evil residents sometimes keep slaves, poor souls isolated and forgotten by the polite society of the cities.

	Sinister People	Monsters
1	3d4 Cultists	1 Ghost
2	3d4 Bandits and Brigands	1d3 Hill Giants, Hill Giant Chief, or Ogre-Magi
3	1d6 Hags, Changelings, Ogres, and Half-Ogres	1d6 Hags, Changelings, Ogres, and Half-Ogres
4	1 Hermit, Warlock, or Witch	1d6 Wights or Wraiths
5		1d3 Werebear or Werewolves
6		1d10 Ghouls or Zombies
	Slaves	The Secret Master
1	Captured Soldiers	Demon
2	Dwarven Crafters	Lamia
3	Goblins	Lich
4	Orcs	Vampire
5	Traveling Merchants	Wraith Sorcerer
6	Villagers	Zombie Master

Secrets of the Cabin

A cabin in the wood may hide many secrets, usually in the basement or in the loft.

1. Forgotten Burial Ground.
2. Hidden Artifact.
3. Orders from a Secret Master.
4. Prisoners or Slaves.
5. Magic Mirror.
6. Weapon Cache and Provisions.

Reward/Resolution

Finding the cabin and meeting its residents - peacefully or violently - may unveil the cabin's secrets in addition to some valuables.