

DramaScape

Savage Worlds Adventures Volume 02

Cabin in the Wilderness

An Adventure Module
for use with the Savage Worlds System

Sample



DSA0002

Cabin in the Wilderness

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Cabin in the Wilderness

Map Description:

The map is entered via a clearing in the south of the forest surrounding the cabin. The outside of the cabin has a few stacked tires and wooden beam along the east wall as well as weeds growing along the cabin's foundation.

The cabin itself is entered via a blue door in the front of the center room. The center room has two front windows and one back window. The northwest corner has a dirty fridge, stove, and sink. A table with a lantern provides light with an intact wooden chair next to it. The rest of the room is filled with debris, mostly wooden beams and cushions. One of the wooden beams appears to have broken through and shattered the glass of one of the southeast quadrant of one of the two front windows. The floor is dirty and covered with dried, caked blood.

There is a bathroom in the northwest corner with a couple of fallen wooden beams and an ugly dirty toilet or bath. There is a bedroom in the southwest corner with a queen-sized bed covered with a dirty, green oversized blanket and fallen wooden beam. There are two windows to the left side and front. There is a small hallway room that has a fallen poster and a couple of wooden beams that has the three doors that connect the center room, bathroom, and bedroom.

There is a living or dining room in the eastern room. The table is covered with an oversized tablecloth with some rocks acting as paperweights. There are two windows to the right side and front. Like the center room, the room is filled with wooden beams and has a large stain of dried blood next to the southwest door.

Figure Flats Description:

The figure flats have the picture on the front and the silhouette on the back. This is intentional as it allows for a reveal effect on most of the figures when you turn them around for horror setting games.

The top row of figure flats includes five men dressed in casual clothing and one dressed in a formal business suit. They appear to be unarmed, but have one or both hands in their pockets which when removed could be holding a concealed weapon.

The bottom row of figure flats starts with a man dressed in a suit with a ball cap and a bald man in plain clothing. The first man has his hands in his pockets, perhaps holding a weapon. The second man has both his hands out of his pockets. Of course, he is a bit larger than the others. Perhaps his fists are his weapons?

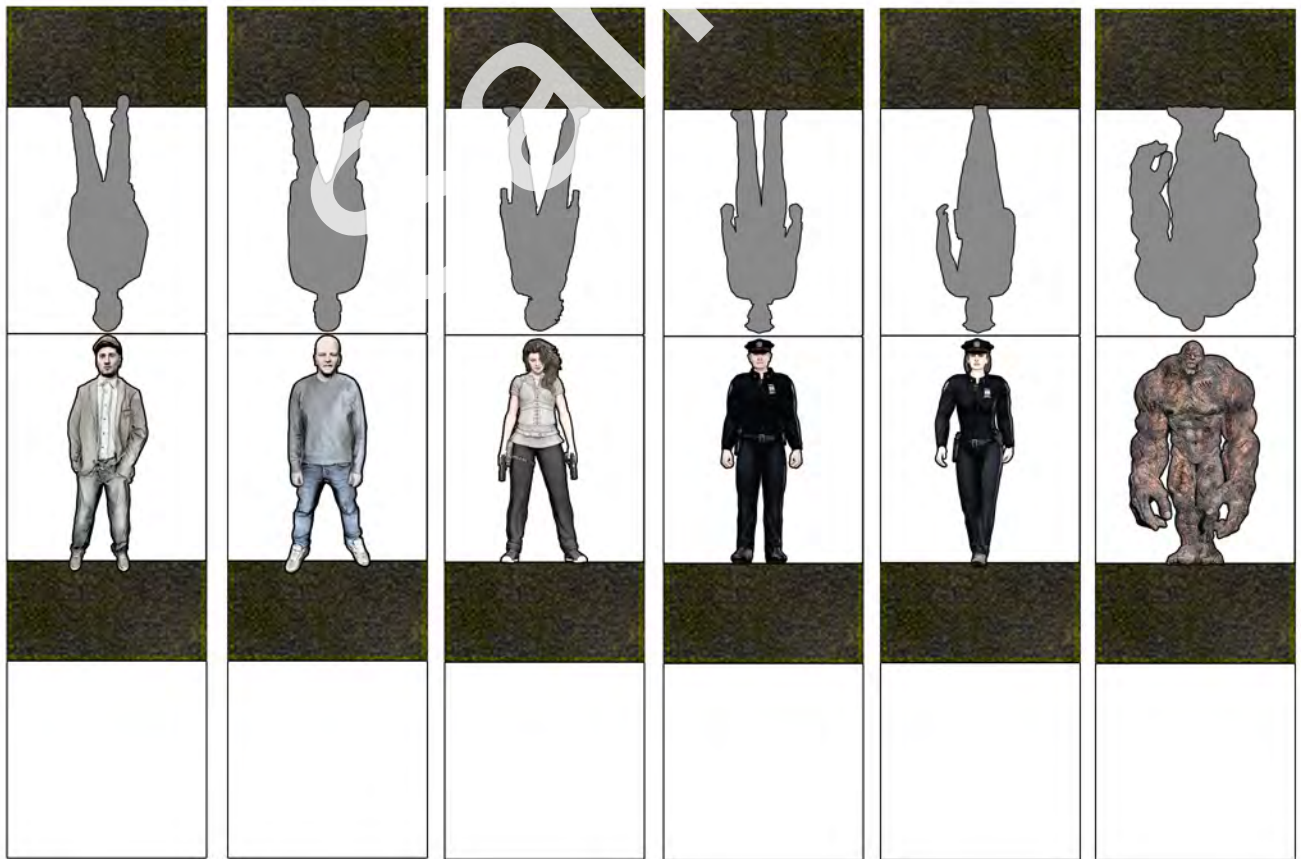
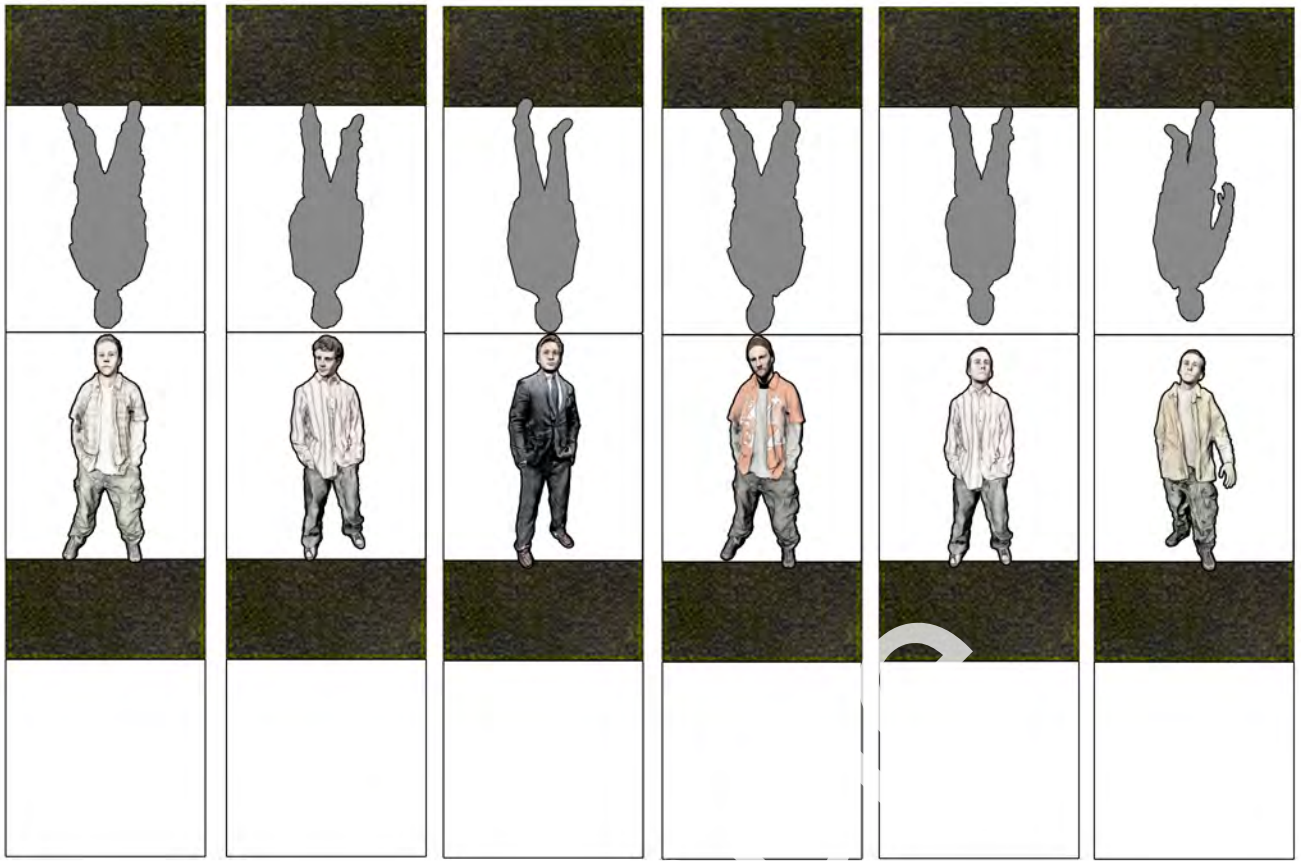
The third figure is a female gunslinger who wields two pistols. She is dressed in loose but not too loose clothing so as not to restrict her movement.

The fourth and fifth figures are a male and female cop. They are armed with billy club, pump action shotgun, and a pistol as standard issue, but the Game Master should feel free to change their load out to match the situation if they had a chance to plan for it.

The sixth figure is a brutish monster with lopsided proportions. A small head protrudes from a hulking body with huge arms and smaller legs.

Cabin in the Wilderness





Cabin in the Wilderness

Map Layout

Instructions for cut outs:

Printing:

Print only the pages that you need.

Square Overlay

Pages
17 to 26



Hex Overlay

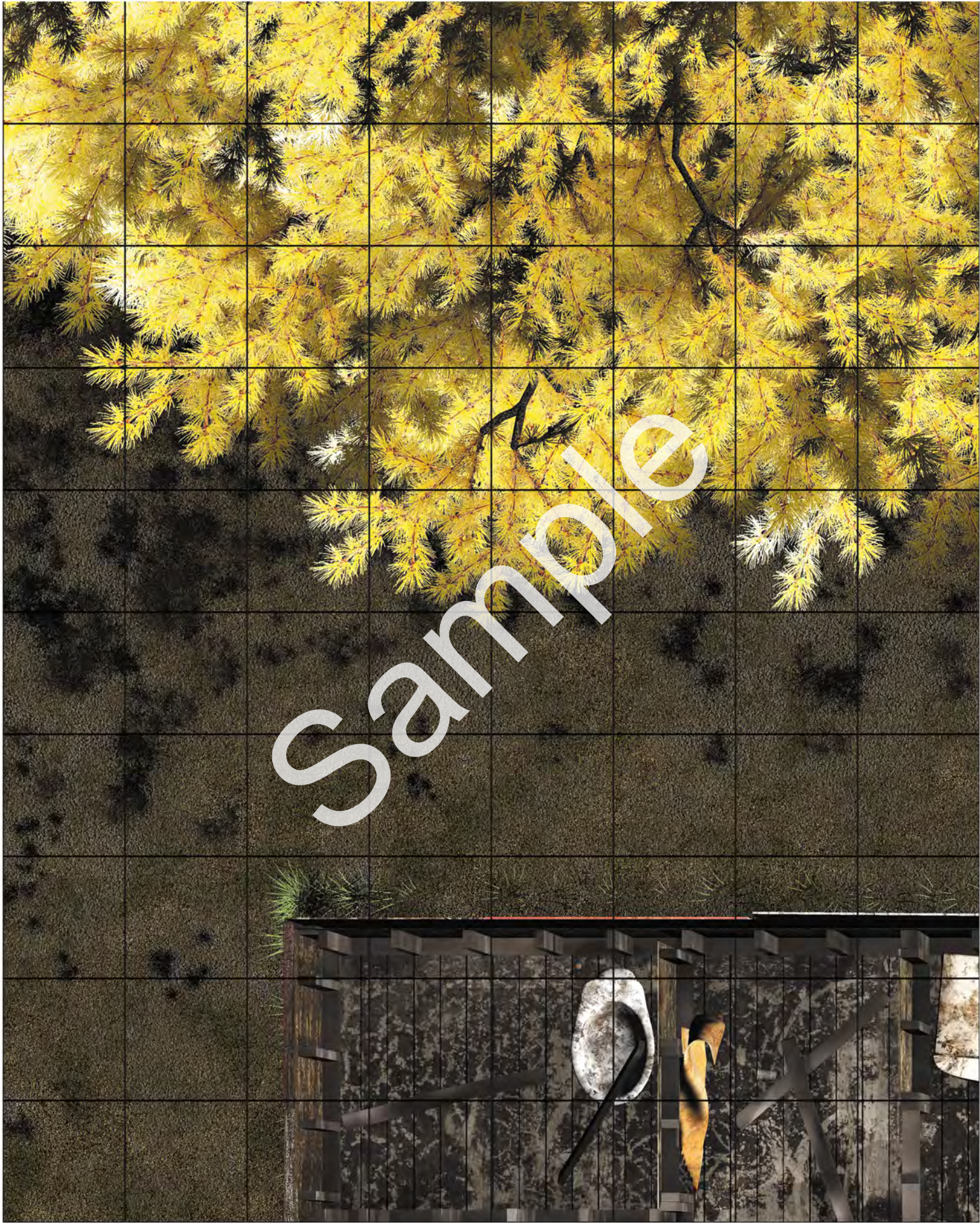
Pages
27 to 36



No Overlay

Pages
37 to 46









Game Masters need quality maps for their miniatures. DramaScape is committed to bringing Game Masters the maps they need.

DramaScape map products are designed to be compatible with both square and hex-based games and VTT products.

"Everyone thinks this cabin in the woods is haunted. Bunk. The perfect place to cook meth I say. No one will bother us and any sounds we make will be attributed to the haunting ghosts."

Cabin in the Wilderness has the external view of the forest surrounding the cabin and an internal view of the three rooms in the cabin in the center of the map. Cabin in the Wilderness includes a single page of twelve figure flats for use with the cabin including eight unarmed men, a female hunter, a male and female cop, and a monstrous brute. Cabin in the Wilderness also includes a 360-degree panoramic view from the center room of the cabin.

Cabin in the Wilderness is intended for use in horror or post apocalyptic modern games.

Finally there is a small Adventure for Savage Worlds included (The map and the figure flats can still be used with any system) starting with the below Adventure Hook.

Nature's Vengeance: A couple was once murdered in this cabin. Now rumors say the place is haunted and no one goes up there anymore. But a group of drug dealers decide it would be the perfect place to make drugs where the cops are unlikely to bother them. Their presence in the cabin angers a horrific avenger of nature that awakes from a nearby tree. A monster huntress has come to take on the rumored monster that lives in the woods. And the cops might be tailing the drug dealers...

How do the Player Characters figure into all this? They could be Ghost Hunters here to find out about the ghosts and put them to rest. They could be Monster Hunters that are rivals to the huntress and have heard the rumors of a monster that lives in these woods. They could be Detectives trying to bust the drug dealers with backup from the police. No matter what their motive for being here, they are about to encounter an entire web of complications...continued inside.