Hunter's Cabin

An Introduction

The cabin is made from rough cut logs and untreated lumber, its wooden shingled roof hidden below a foot of snow. A stone chimney is built against the side of the cabin, no smoke drifts from its top, a sign the fire below is unlit and cold. The small windows of the cabin are frosted over making it difficult to see inside, however the main door hangs open creaking in the strong icy winds that blow through the forest.

Venturing inside you find the place deserted, frost has started to form on every surface, and yet this place shows signs of recent occupation. On the table sits a half full cup of some frozen brown beverage. In the cold hearth a pot seems to have boiled dry leaving what may have been a stew to blacken and burn. In the two bedrooms you find garments in the cupboards and boots left by the side of the beds. People, probably trappers, were living here until quite recently. And yet no one is here now.

You decide to shelter here for the night and soon get the hearth roaring, beginning the process of heating this drafty old cabin. Night slowly falls across the forest, your friends settle down to sleep while you keep watch. It's much later, deep into the night when you hear the first of the noises. Something large drops onto the roof, it startles you out of a doze and brings you to alertness in moments. As you listen you hear very distinct footsteps as something moves across the roof, you look up as dust drops from the rafters with each step. And then it simply stops. You wait for a while but hear nothing more, whatever it was is either standing very still or has moved on. Later you hear something else, a quiet sound, as if someone is tapping a finger nail on glass. You realise it's coming from one of the frosted windows and as silently as possible make your way towards it. As you reach the window another tap comes from the other side of the cabin, at another window. You retreat to the center of the room and think about waking your friends. That's when the last sound begins, a soft plaintive crying, as if someone is hurt or in pain. You feel an urge to investigate, to run to the door, swing it open and rush into the night. You look down in confusion to find yourself standing at the cabin's front door, your hand gripping the door handle. With horror you watch as you begin to turn the handle, outside the crying changes into a wicked laughter. The door swings open letting in a blast of icy air, and something far worse.

Notes and Tips

- **30x30** Grid
- I very much like spooky encounters in frozen environments. There is something about a frost covered, icy cold location that just works when it comes to making a party feel isolated and vulnerable.
- This cabin has been abandoned very quickly for unknown reasons. This is a classic troupe when it comes to wilderness stories. Abandoned settlements where you find meals left on tables. Outdoor clothes and shoes still in place. Food left to cook and burn. Candles left to burn down. A note describing some strange events :D
- Creatures that could be used for this encounter are Owlbears, Polar bears, Winter Wolves or even a Yeti or two.
- Have a pack of Wolves with a Winter Wolf at its head. Surround the cabin, lots of howling, jumping onto the roof or wolves jumping through windows. The Winter Wolf may not be able to get through the windows and door, but it sure can use its breath weapon.
- If you really hate your players try a Remorhaz! Have it burst up through the floor of the cabin, these things are just the worst! Enjoy the ensuing carnage.
- I very much like the idea of intelligent predators attacking the cabin at night. Yeti would be a good choice for this, but undead like ghouls would also work well. Theme them to fit the environment and add to their lore, abilities and tactics to really spice things up.

Variants

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