

DramaScape

Fantasy Volume 83

Cabin in the Hinterlands

A Fantasy map for use with any system.

DS10083

Cabin in the Hinterlands

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If you want to get a discount on our maps, as they are released, join our Facebook page.

DramaScape map products include square, hex, and no overlay versions.

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Cabin in the Hinterlands

Map Description:

The cabin is on top of a sparsely forested hilltop in the northwest corner of the map. The cabin has a porch that runs from the northwest corner of the cabin to the southeast corner in an L-shape. The front door is in the south center of the cabin's patio with a thatched archway. There are some chickens north of the cabin. There are some rocks and archery targets to the east of the cabin. To the south of the cabin there is a spit over a fire pit and a tanning rack for hides.

There is a path descending down the hilltop to ground level southeast of the cabin. The path splits in half at the bottom of the hill. There is one path that heads to the northeast corner edge of the map. The other path heads southeast spanning a bridge over a narrow river then bends southwest parallel to the river till the path ends in the south center edge of the map. The river heads from the southwest corner of the map to the east center of the map. The lowland paths and river have stones along them which could be guide stones or path markers.

Using Cabin in the Hinterlands

Inside the cabin, there is a roaring hearth with a smell of pork roasting on the fire spit, a burly young man in wolf skins with a massive axe and a shovel in a cross pattern on his back, and an old woman with silver hair and multiple wrinkle lines on her face wearing a fur cloak that barely hides a surprisingly voluptuous body.

If questioned about the missing man, she points to the strong young man and declares him her new hunter. *"He is not missing, he is claimed. As are you trespassers. Hunter capture them! They'll make fine meat for the cold winter."*

With that the ice witch and the hunter attempt to capture the group. The ice witch casts magic meant to paralyze them and the hunter smacks them in the back of the neck with his shovel to knock them out. The hunter's eyes seem glazed over as if he is under a charm spell of some kind.

If they succeed in defeating them, the player characters find themselves chained with manacles in an icy dungeon underneath the cabin with other prisoners. The other prisoners are missing legs and arms or both with stitches left at their nubs. This is the ice witch's "freezer" and the trespassing prisoners are her "meat". The player characters have to find a way to break the shackles and escape. If they manage to escape, the ice witch sends her hunter to chase them and summons her ice wolves from the forest to flank them as soon as she find out they are gone. She would rather kill them this time than let them reach Skifjord.

Using Cabin in the Hinterlands with our other products

If you need an interior of the cabin, you can use the **Medieval Hunter's Cabin** as the building has a similar scale. You could also use the Medieval Hunter's Cabin for the plateau in summer time. Perhaps the inhabitant is a logger/lumberjack that works all summer cutting down the trees and sends them to a nearby port for ship building and repair. He then cuts down the remaining trees for firewood to survive the lean winter, leading to the sparse remaining trees in the **Cabin in the Hinterlands** map.

https://www.drivethrurpg.com/product/168236/Medieval-Hunters-Cabin?affiliate_id=12615

Pay What You Want Above Decks has a small rowboat that can fit on top of the small river which could be used as a plowskiff.

https://www.drivethrurpg.com/product/194147/Above-Decks?affiliate_id=12615

Cabin in the Hinterlands

Fantasy Creatures Paper Miniatures has trolls, tree creatures, a grey gargoyle, and an ice/water elemental figure flats that you can use on this frozen hinterland map on the tabletop. The tree creatures could be hidden within the trees on the hilltop and the gargoyle could be hiding as a rock on the map (like the one on the path up to the cabin). The product also has flying creatures (harpies), undead (a giant skeleton), goblins riding wolves, and werewolves that might also fit the frozen taiga plateau environment of the map.

https://www.drivethrurpg.com/product/112671/Fantasy-Creatures-Paper-Miniatures?affiliate_id=12615

Horror Miniatures has additional undead like blue-colored zombies which may be of use on this map on the tabletop.

https://www.drivethrurpg.com/product/106922/Horror-Miniatures?affiliate_id=12615

For the virtual tabletop (VTT), our **Virtual Tabletop Tokens Fantasy Vol 1** pack has several of the figure flat miniatures in the above two packs converted to tokens such as the goblins riding wolves, trolls, undead, and a tree creature as well as different tokens useful to this terrain like dwarves riding bears. With 150 tokens, there should be plenty of figures useful to any number of fantasy or horror game scenarios.

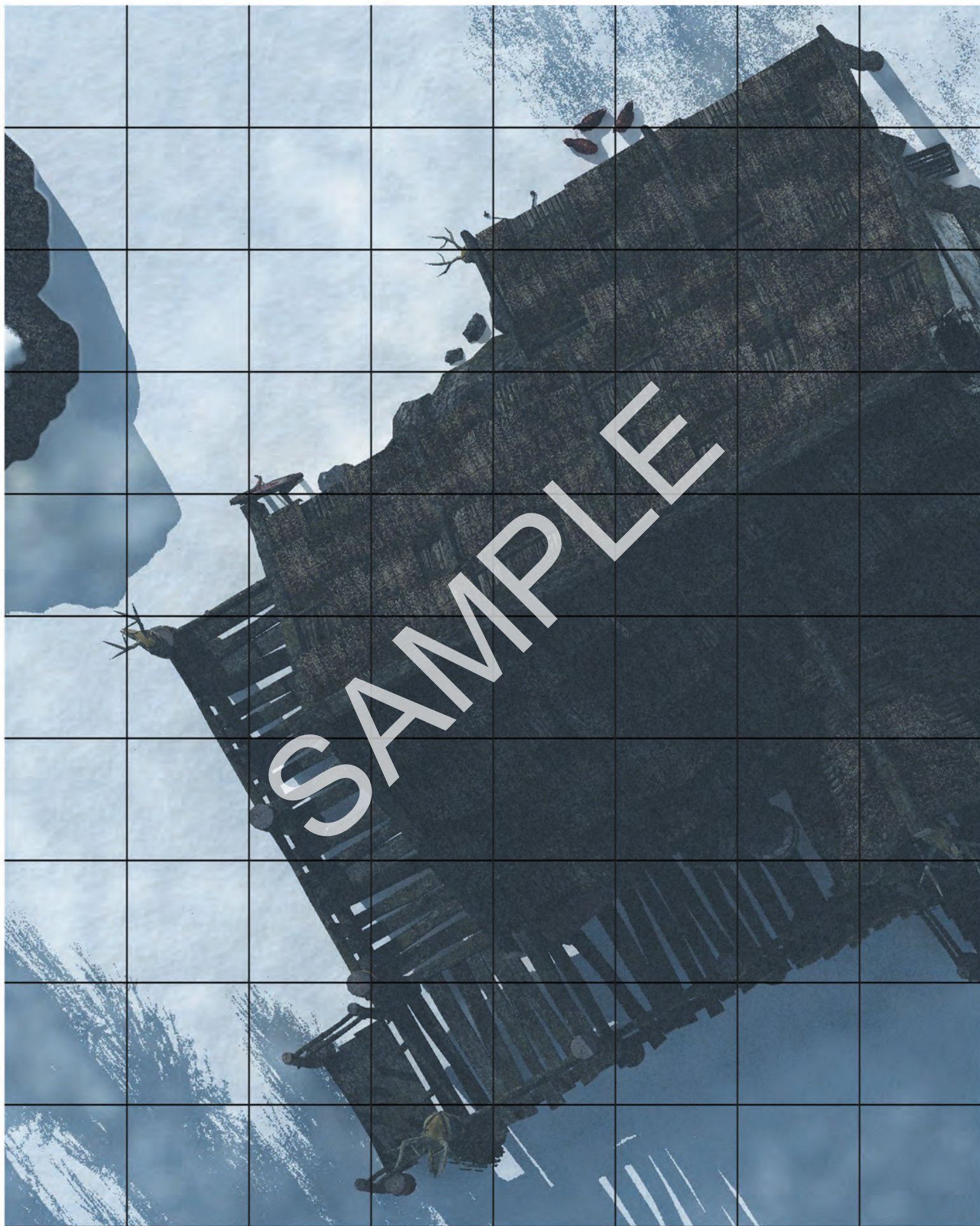
https://www.drivethrurpg.com/product/128055/Virtual-Tabletop-Tokens-Fantasy-Vol-1?affiliate_id=12615



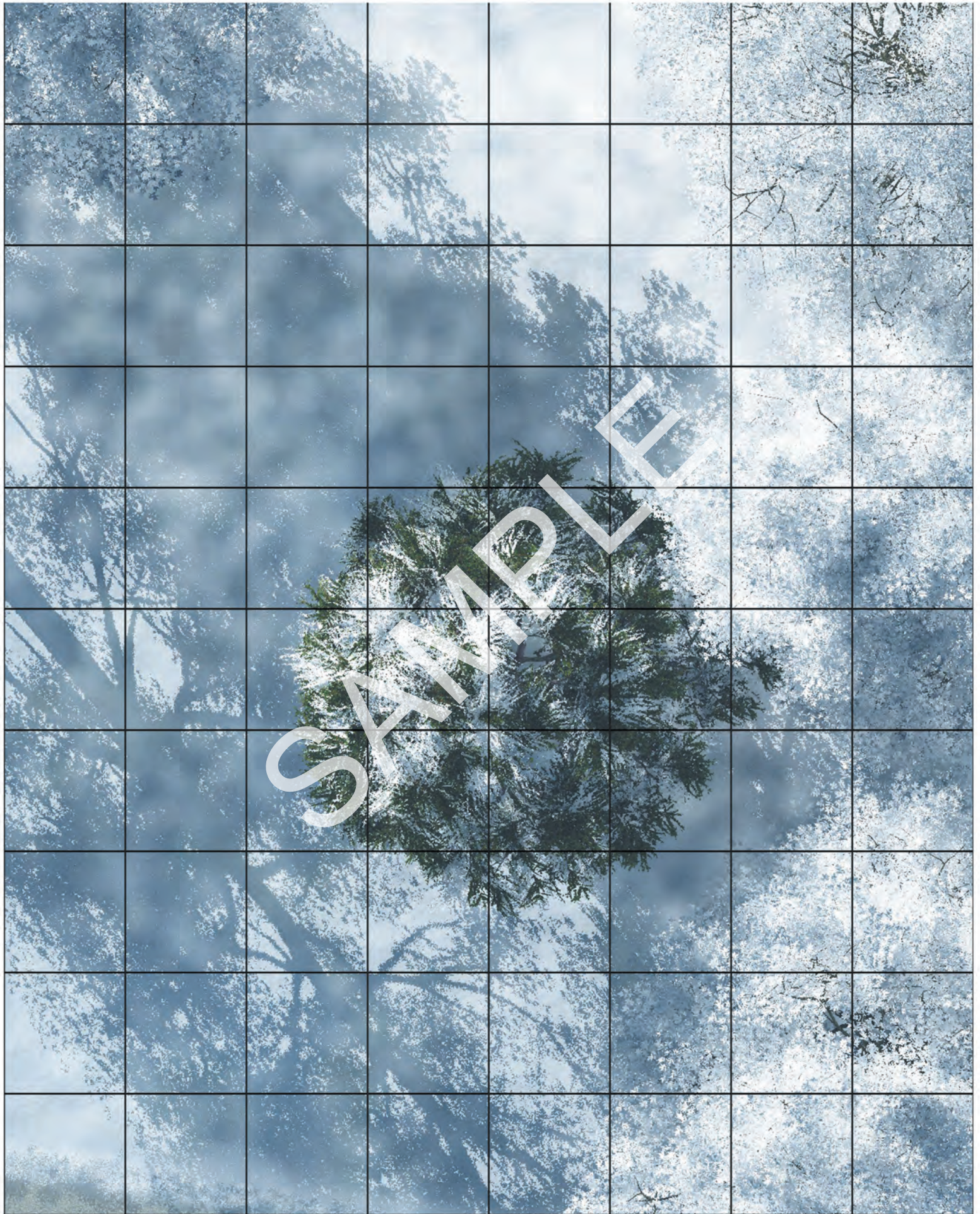
Cabin in the Hinterlands

Map Overview











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.

"Our plowskiffs keep the river here clear of ice by shattering it and moving it to the shore. Shovel a path up to the cabin but do not shovel in its shadow. All of this is a courtesy to the ice witch and costs Skifjord a small fortune. But gold spends until it is gone; a witch's curse is forever. Do not forget, the witch considers it a trespass to touch the shadow of her house."

—Shovel Crew Foreman

Cabin in the Hinterlands is a single level exterior map of a cabin on top of a sparsely forested hill with a path descending down the hill. At the bottom of the hill there is a forked lowland path that leads to the northeast corner in one direction and southeast across a bridge spanning a narrow stream in the other direction. The path follows the river on the other side of the bridge towards the south center of the map.

Cabin in the Hinterlands is intended for use in fantasy or horror games.

Adventure hook for use with this map:

The Cabin's Shadow: A shovel crew member has recently gone missing. The shovel crew's family members plead for help on the streets of the nearby port of Skifjord. The people of the port ignore the family and go about their business.

The player characters may get involved by answering the pleas of the family members who tell them about the area where he went missing or by wandering into the hinterlands unprepared and start to freeze to death.

The cabin represents a warm shelter. The cabin also is odd in that there is no snow on the roof, meaning it must be very warm inside. The roads and river being plowed are also odd for a hinterland with a mere single building.

If the group approaches the building and touches any shadows, they are drawn inside the cabin seemingly by dark magic!