

Building Chimneyhaus

By A. Frank

Settlements change and grow over time. They are alive with the mice that occupy them. Chimneyhaus is a small settlement, a **Crossroads** along the river Stilton, that has become known for its smoked cheeses. The local elders have decided to have an Adventurers Lodge built and sent out a call to nearby settlements for mausritters. The income brought in by the exploring mausritters should be enough to grow Chimneyhaus into a bustling town.

Chimneyhaus starts as a Crossroads (**Tier 1**) settlement with **two sources of food** (the Rauchkase Cheese Factory and the Tallgrass farm), a Smoker, and about 15-20 mice (**Pop Size 1**). Major structures include:

- Bruder Basil's General Store
- The Windhome Library
- The Ladybug Lodge (the local inn)
- The newly built adventurer's lodge
- The Rauchkase Cheese Factory

To increase the settlement's Tier, the minimum population size and number of food sources required by the new Tier must be reached. (i.e. to reach Tier 2 it must have a Population size of 2 and 2 sources of food.) The number of major structures able to be utilized in the settlement is limited by its Tier.

<i>Tier</i>	<i>Name</i>	<i>Population Size</i>	<i>Food Sources</i>	<i>Max Major Structures</i>
1	Crossroads	1 (15-20 mice)	1	7
2	Hamlet	2-3 (20-50 mice)	2	11
3	Village	4-6 (50-150 mice)	3	15
4	Burg	7-10 (150-300 mice)	4	19
5	Town	11+ (300+ mice)	5+	20+

There are currently two open spaces around Smoke Shelf Square for new major structures. Additional overhangs must be built to accommodate more.

Passage of Time

Order of Operations

1. Settlement Check - GM Rolls
 - a. Determine the Event that occurs that week
2. Leadership Actions - Players Choose and Roll
 - a. Pick four collective actions to perform
 - b. Each action can be performed multiple times

Settlement Check

Each week, the elders of Chimneyhaus can take action, but first a Settlement check must be rolled to determine events.

Roll 1d10	Effect	Description
10	Encounter	Aggressive creature(s) attack!
8-9	Ruin	Structures age and/or get damaged
7-6	Weather	The weather shifts for the worse and damages the highest structures. Fill in a Ruin dot on each structure at the highest Overhang and the Smoker.
4-5	Shift	A sudden change in the settlement occurs.
3	Omen	A hint of future events. Travelers visit the Inn.
1-2	Nothing	No events. Travelers visit the Inn.

Travelers

Roll 1d6	Who is visiting
5-6	No one of note
3-4	Population size increases by 1.
2	Notable mice; Rumors circulate
1	A salesmouse visits! (roll for 1d4 Trade items).

Trade Items

Roll 1d4	Item
1	A Random Spell
2	A Magic Weapon
3	A Trinket
4	Info on a Map Hex

Ruin

Just like items, structures are prone to wear and tear. Each structure has Ruin dots which signify its age. When all dots are filled the structure is unusable.

Roll 1d6 for each structure in town. On a 4-6 fill a Ruin dot except for stone structures only fill a Ruin dot on 5 or 6.

Shift

Roll 1d6	Effect	Description
6	Population decreases	Mice leave. Decrease population size by 1.
5	Disaster	A Structure is destroyed becoming unusable. Mark all remaining Ruin dots of a random structure.
4	Dynamism	The populace is excited about the settlement. Finish all building projects and two additional Settlement Actions can be taken.
3	Inheritance	A member of the settlement has suddenly gained a large amount of pips (3d6 x100p) and wants to further their community.
1-2	Population increases	Mice arrive. Increase population size by 1.

Encounter

A hostile faction or creature attacks the settlement. The attack is at Warband scale and the settlement is considered at the same scale. Exceptionally large creatures have an enhanced attack. The attack damage is rolled. Fill in Ruin dots for the damage starting with walls (or the Chimney Cap if the attackers are flying) then the closest buildings.

A barracks can provide the settlement with 1 Armor while Frog Embassies and Sparrow Aviaries can provide 2 Armor.

The GM can choose or roll on the table below for what creature(s) are attacking.

Roll 1d8	Creature	Damage die
1	A Cat	1d8
2	Sparrows	1d6
3	An Owl	1d10
4	Spiders or Centipedes	1d6
5	Frogs	1d10
6	Rats	1d6
7	A Fox	1d8
8	A Bear	1d12

Leadership Actions

After the settlement check is rolled, the town elders can have up to four Leadership Actions performed. Each action can be performed multiple times each week if desired.

Action	Description / Effect
Diplomacy	Meet with major Factions and other settlements to influence their activities.
Maintenance	Restore Ruin dots on structure(s).
Project	Build a Structure.
Reinforce	Reinforce a Structure.
Survey	Send a mouse to get the lay of the land.
Excursion	Send workers to recover resources.
Recruit	Try to persuade other mice to settle down in town.

Diplomacy

Aid or obstruct a faction's goals or adjust relations with factions or settlements. Say who is leading the mission and where they are going. Then determine the resources they are taking and what obstacles are in their way. Lastly, roll the settlement's Tier in d6; subtracting -1 for each resource available and adding +1 for each obstacle faced.

Resource examples: (-1 for each)

- 100 pips spent on equipment
- Appropriate Transportation
- A Local Guide to lead the way
- A Scholar to research in advance
- An Emissary to be eloquent
- A player character as an escort

Obstacle examples: (+1 for each)

- Distance or unknown location (per hex)
- Poor Relations
- Different Language
- Strange Traditions
- Weather

Choose 1:

- Send an expedition to a Faction and learn [TIER]+1 of its Goals or Resources.
 - [SUM]-[TIERx3] (min 0) mice are lost on the expedition as travel is dangerous.
- Add/Remove up to [TIERx4]-[SUM] (min 0) dots from a Faction's goal(s).
- Adjust a Faction's relations by [TIERx3]-[SUM] (min 0)

Relation	Description
Hostile	Actively obstructs the settlement's goals. Will work against the settlement when possible.
Unfriendly	Refuses trade and will compete with the settlement if given opportunity.
Unsure/neutral	Most settlements start here. A diplomatic mission will start to reveal their goals and available resources.
Helpful	Ready to trade and perform small favors for the settlement.
Allied	Will trade and exchange knowledge, can be called on for assistance.

Maintenance

When maintaining Chimneyhaus, roll the town's Tier in d6 and erase [SUM] Ruin dots from any number of structures in town.

Project

When building a structure in Chimneyhaus, roll Chimneyhaus' current Tier in d6. The structure gains a number of (unfilled) Ruin dots equal to the [SUM]/4 rounded down (min 1). If a carpenter was hired for the project (at a weekly rate of 56p) they add 1 to resulting Ruin dots. If an item used to pay for the structure is relevant to the structure (i.e. armor & weapons towards an armory or barracks) the item's value counts double.

Structures take a week (i.e. a Full Rest) to build and the number of concurrent constructions is limited to the settlement's population size. Laborers can be hired (for 28p) to build 1 additional structure over the size limit.

Reinforce

A structure can be reinforced by hiring a carpenter. They can add 1 (unfilled) Ruin dot every three days (at their 3-day rate of 24p) to a structure. Most structures can only be reinforced to have up to 4 Ruin dots total, stone structures can be reinforced up to 5 Ruin dots.

Survey

A mouse from town is requested to go survey a hex, they are to travel alone to stay unnoticed. Select a hex to be surveyed and name a mouse and their occupation. The surveyor mouse rolls a save to obtain information on the hex without getting caught.

If the surveyor is a PC they roll against their DEX attribute for the save, otherwise reference the table below of occupations to determine the attribute value :

Occupation	Attribute	HP
Laymouse	4+[TIER]	2+[TIER]
Laborer	5+[TIER]	3+[TIER]
Tunnel Digger	5+[TIER]	5+[TIER]
Local Guide	9+[TIER]	5+[TIER]
Mouse-at-Arms	7+[TIER]	6+[TIER]
Knight	8+[TIER]	8+[TIER]
Sparrow Knight	10+[TIER]	10+[TIER]

If the save is successful they learn up to [TIER] number of the following potential information:

- Landmarks
- Factions operating there
- Creatures commonly seen there
- Environmental Hazards

If the save is unsuccessful the surveyor instead takes 1d6 damage from the environment per hex away from Chimneyhaus they are surveying. If an NPC surveyor takes more damage than they have HP they are lost to the wilds and are potentially dead.

Excursion

Once a hex has been explored by the Mausritters there might be a chance that there is a local resource that could be still gathered in that location. Send a group of local mice to gather that resource and hope it goes well.

Similar to a diplomacy action, determine the number of advantages and disadvantages that are in effect for the excursion and then roll the town's Tier in d6. Subtract the number of advantages and add the number of disadvantages to the Sum.

Advantage Examples: (-1 for each)

- Six or more total mice
- Majority appropriate recruit type
- 100 pips spent on equipment
- A player character escort

Disadvantage Examples: (+1 for each)

- Distance (+1 per hex)
- Weather
- Remaining dangers
- More than twelve total mice

[SUM]-[TIERx3] (min 0) mice are lost on the excursion as travel outside town is dangerous. Each mouse that returns comes back with +1 item of the base resource of the square (wood, iron ore, food, stone, etc.).

Recruit

Once per week, the town leaders can send out word to attempt to bring in more mice. They roll a save against an attribute equal to double Chimneyhaus' [TIER] with +1 added to the attribute for each of the following:

- Docks
- Rabbit Hutch
- Max Major Structures reached
- Embassy
- Sparrow Nest
- A player mouse is sent out into the kingdoms (will be gone until next Full Rest)

If successful, increase the town's population size by 1.

Mouse Actions

While Chimneyhaus acts, the player mice are generally taking a Full Rest. However, sometimes not all of the player mice need a Full Rest and wish to help the Settlement outside of adventuring.

Action	Settlement Action	Description / Effect
Full Rest	-	Take a Full Rest per the rulebook
Settlement Help	Diplomacy	Escort the Diplomat(s)
	Survey	Act as the Surveyor
	Excursion	Gather a crew to adventure into the surrounding area
	Recruit	Head out to the Kingdoms to spread word (Gone til next Full Rest)
General Help	-	Work according to your background (see below)

General Help

The player mice can assist Chimneyhaus by either adding to its coffers for projects or helping with repairs if they are able. See the table below to determine what jobs by background that can be performed.

Structures

Not all structures are considered major. Major structures require mice to run its day to day operations. A structure is built through a **Project** settlement action.

For Hire

Structure	Major?	Requirements	Cost	Benefit	Cost to hire per mouse
Labor Union	Y		1,500p	Can hire d6 Laborers	2p/day
Trades Union	Y	Labor Union	3,000p	Can hire d2 Craftsmice	8p/day
Tunnelers Guild	Y		1,500p	Can hire d4 Tunnel Diggers	5p/day
Barracks	Y		1,500p	Can hire d6 Mice-at-Arms	10p/day or Warband: 200p/day
Fort	Y	Barracks	5,500p	Can hire d3 Knights	25p/day or Warband 500p/day
Rangers Guild	Y		1,500p	Can hire d4 Local Guides	10p/day
<u>Library</u>	Y		1,500p	Can hire d2 Scholars and Purchase Books	20p/day
Embassy	Y	Library	3,000p	Can hire d2 Emissaries	20p/day
University	Y		3,000p	Can hire d2 Interpreters	30p/day
Frog Embassy	Y	University	8,500p	Can hire d3 Frog Knights	30p/day
Sparrow Aviary	Y	A Sparrow Nest and Barracks	8,500p	Can hire d3 Sparrow Knights	30p/day or Warband: 600p/day

A d6 of Torchbearers can be hired for 1p/day per mouse from the community at large.

Craftsmice include: Blacksmiths, Armorers, and Carpenters.

Each day, one die per type of mouse capable of being hired, can be rolled to be hired. The number of each type of mouse capable of being hired each week is limited to the settlement's Tier in dice.

When a Settlement becomes a village (Tier 3) Mausritters can start forming warbands under their command. They can spend a week recruiting through the appropriate channels and must pay for at least 1 day in advance. A Town Militia doesn't require a specific structure.

Mice	Price Per Day	Price per Week
Town Militia	140p	980p
Mice-at-Arms	200p	1,400p
Knights	500p	3,500p
Sparrow Knights	600p	4,200p

Commerce

Structure	Major?	Requirements	Cost	Benefit
<u>General Store</u>	Y		1500p	Can purchase limited items and light weapons.
Smithy	Y	A Blacksmith; Built on stone	5500p	Can purchase medium and heavy weapons.
Armory	Y	An Armorer; Built on stone	5500p	Can purchase armor.
Sorcerer Tower	Y	Emissary	5500p	Will recharge or buy spell tablets.
Alchemist Hut	Y	Scholar	3000p	Will brew potions from ingredients.
Arcane Store	Y	A Sorcerer Tower or Alchemist Hut	5500p	Can purchase spell tablets and/or potions.
<u>Cheese Factory</u>	Y	Two spaces; built on stone	3000p	Produces cheese rations. Is a food source.
<u>Farmhouse</u>			1500p	Produces farm rations. Is a food source.
Lumber Mill	Y	Other Location	1500p	Reduces time to build wooden structures.
Miners Guild	Y	A Tunnel Digger; built in the ash pit	3000p	Produces Stone.

If a structure requires a mouse, they are to be hired for the week the structure is being built.

Types of Rations that can be produced by a Farmhouse:

- Grain (Wheat, bread, etc)
- Root Vegetables (Carrots, Turnips, etc)
- Gourds (Squashes)
- Vine Berries (Strawberries, Blackberries, Raspberries, etc)
- Insects (Grasshoppers, ants, etc)

Only structures required to be built on stone can be built in the Ash Pit of the chimney. Some structures can be built of stone (walls, a chimney cap, and Overhangs) but most will be built with wood. Stone structures are heavy but are immune to fire and less prone to wear and tear.

Special Structures

Structure	Major?	Requirements	Cost	Benefit
<u>Inn</u>	Y		1500p	Visitors can stay the night.
Adventurers Lodge	Y		1500p	Housing and storage for mausritters.
Rabbit Hutch	Y	A Local Guide; Other location	3000p	Can hire rabbits for transportation & hauling.
Sparrow Nest	Y	Built on the apex Overhang; Sparrows	3000p	Can train sparrows for riding.
<u>Smoker</u>		Other location	3000p	Smoke cheese & other food for preservation.
Shrine	Y		1500p	Can house a religious organization / Faction
River Tunnel		Tunnelers Guild; Other location	3000p	A tunnel from Chimneyhaus to the nearby river.
Docks		Other location	3000p	Can hire river rafts for transportation.
Walls		Other location	1500p	Increases the settlement's defenses.
Chimney Cap		Other location	3000p/ 4000p	Blocks weather and provides defense against flying foes
Overhang			1500p/ 2500p	A structure secured to the inside of the chimney.
Building Relocation			50%	Move or swap buildings within the settlement.

If a structure requires a mouse, they are to be hired for the week the structure is being built.

If Docks and/or a Rabbit Hutch is built, the amount of available gear in the general store will increase.

An overhang does not require any space to be built; instead it provides 3 spaces for structures. If an overhang is built with stone it costs an additional 1000p due to increased labor.

Additionally, walls or a Chimney Cap can be built of stone to provide greater defense.

Structures built in Other locations do not require an Overhang, to be built on the Smoke Shelf, or to be built in the Ash Pit.

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"Errant: A Fantasy Role Playing Game" by Kill Jester

"Chimneyhaus" by James Hanna and Fey Light Studio

"Mausritter" by Isaac Williams and Losing Games

Quick Settlement Reference Tables

Settlements by Tier

Tier	Name	Population Size	Food Sources	Max Major Structures
1	Crossroads	1 (15-20 mice)	1	7
2	Hamlet	2-3 (20-50 mice)	2	11
3	Village	4-6 (50-150 mice)	3	15
4	Burg	7-10 (150-300 mice)	4	19
5	Town	11+ (300+ mice)	5	>20

Event

Roll 1d10	Effect	Description
9-10	Encounter	Aggressive creature(s) attack!
7-8	Ruin	Structures age and/or get damaged
5-6	Weather	The weather shifts for the worse and damages the highest structures. Fill in a Ruin dot on each structure at the highest Overhang and the Smoker.
4	Shift	A sudden change in the settlement occurs.
3	Omen	A hint of future events. Travelers visit the Inn.
1-2	Nothing	No events. Travelers visit the Inn.

Settlement Actions

Action	Description / Effect
Diplomacy	Learn about and interact with other Factions.
Maintenance	Roll [Tier]d6 and erase [SUM] Ruin dots.
Project	Build a Structure.
Reinforce	Reinforce a Structure.
Survey	Send a mouse to learn about a hex.
Excursion	Send workers to recover resources.
Recruit	Attempt to increase the Settlement's population.

Settlements operate on a weekly (full rest) basis

Fighting Mice for Hire

Mice	Price Per Day	Price per Week
Town Militia	140p	980p
Mice-at-Arms	200p	1,400p
Knights	500p	3,500p
Sparrow Knights	600p	4,200p

Structures

Structure	Major?	Requirements	Cost
Labor Union	Y		1500p
Trades Union	Y	Labor Union	3000p
Tunnelers Guild	Y		1500p
Barracks	Y		1500p
Fort	Y	Barracks	3000p
Ranger's Guild	Y		1500p
Library	Y		1500p
Embassy	Y	Library	3000p
University	Y		3000p
Frog Embassy	Y		8,500p
Sparrow Aviary	Y	Sparrow Nest; Barracks	8500p
General Store	Y		1500p
Smithy	Y	A Blacksmith; Built on stone	5500p
Armory	Y	An Armorer; Built on stone	5500p
Sorcerer Tower	Y	Emissary	5500p
Alchemist Hut	Y	Scholar	3000p
Arcane Store	Y	A Sorcerer Tower or Alchemist Hut	5500p
Cheese Factory	Y	Two spaces; built on stone	3000p
Farmhouse			1500p
Lumber Mill	Y	Other Location	1500p
Miner's Guild	Y	A Tunnel Digger; built in the ash pit	3000p
Inn	Y		1500p
Adventurers Lodge	Y		1500p
Rabbit Hutch	Y	A Local Guide; Other location	3000p
Sparrow Nest	Y	Built on the apex Overhang; Sparrows	3000p
Smoker			3000p
Shrine	Y		1500p
River Tunnel		Tunnelers Guild; Other location	3000p
Docks		Other location	3000p
Walls		Other location	1500p
Chimney Cap		Other location	3000p/ 4000p
Overhang			1500p/ 2500p
Relocation			50%