

Chimneyhaus

A sword-and-whiskers setting



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FEY LIGHT

Compatible with
Mausritter

Credits

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Chimneyhaus art on p. 3

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Acknowledgments

Chimneyhaus wouldn't be possible without Isaac Williams' **Mausritter**.

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Inspiration

Isaac Williams

Nate Treme

mv's "[a gouda day](#)"

Playtesters

The McRheetz family (N, P, L, L, L, + A); & always S

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Interstate Condensed and Brokenscript OT

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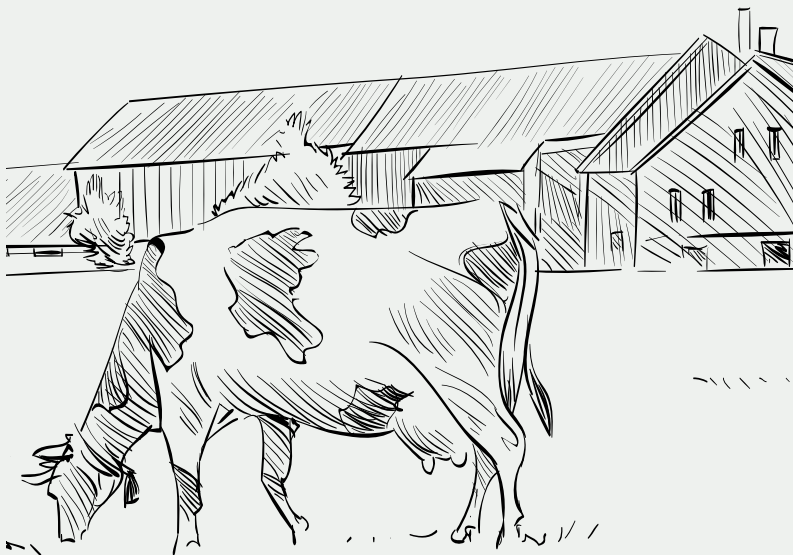


Chimneyhaus et Beyond

Farmers have kept the **McRheetz Dairy** running for generations, and many more generations of mice have lived, worked, fought and died there. More recently, when one of the farmhouse's chimneys went out of use, the mice moved in, and a new settlement rose up and up around the old bricks.

The farm sits in the middle of the **County Langlade**, known for its rich, flowery fields, ringed by dense forests. What the humans don't know is the magic of this place. The faeries tell of it, but only to those they trust. Meanwhile, many factions vie for that power.

Frey, the Norwegian forest cat, roams far and wide. Hibbert, a frog prince, seeks his life partner. Ghosts and faeries, hawks and foxes, and the cows and chickens of the farm all call this place home. Their stories could fill many books. But those are old tales. New stories, new adventures, await those brave mice who dare to wander.



Welcome to Chimneyhaus

Welcome to Chimneyhaus, a mouse community in the unused chimney on an old dairy farm. The chimney is full of mice, and they have been busy over the years. Chimneyhaus's main industry is crafting smoked cheese made from the dairy on the farm.

The mice have something of a deal with the farmer's family. The farmer, who believes in faeries (because they're real!), thinks he needs to leave a pint of milk out every night, or the faeries will turn his milk sour.

What he doesn't know is that faeries don't care about milk, they care about mice. But the mice obligingly take the milk and begin the cheese-making process, and the farmer continues leaving out the milk.

Meanwhile, a daring band of mice may find great adventure beyond the farm. A faerie ring, cave, cemetery, dark forests and mysterious ponds: a rolling countryside teeming with life at every level awaits.

Prominent Chimneyfolk

Pick one from each category, or read across the line.

D12	FIRST	LAST	OCCUPATION
1	Tippin	Brick	Brewer
2	Feldspar	Grund	Forager
3	Lily	Longtail	Woodcutter
4	Cheeks	Wheeler	Cheesemonger
5	May	Windhome	Librarian
6	Whiskers	Tallgrass	Sap tapper
7	Rowan	Chittering	Guide
8	Tufty	Whiperson	Carpenter
9	Kite	Catrunner	Leatherworker
10	Tripper	Spidersbane	Mason
11	Wink	Whitebottom	Insect whisperer
12	Aster	Pintaker	Cartographer



A Settlement in a Stack

Settlement Size

Chimneyhaus boasts nearly 60 mice from more than a dozen families.

Governance

Chimneyhaus is a cooperative led by the town elders, in particular May Windhome, the librarian.

Where to stay

Most visitors to Chimneyhaus know someone there and so stay with that family or friend. But visitors without an acquaintance can hole up comfortably at the Ladybug Lodge, just below the smoker. Rosemary Tallgrass runs it and keeps visitors well fed with her hearty cheesy leek and potato soup.

Unusual Tradition

Every spring, when the frosts have gone, mice gather to race across the Desolate Drive. Much time and energy is spent assembling the best team and vehicle to make the dangerous excursion. It's been years since a mouse has perished in the crossing, but the risks remain.

Features

Those who have never made the journey to the top of Chimneyhaus can expect dizzying heights as they look down. Fortunately, an array of pulleys and platforms help the mice navigate the settlement.

Events

Any of the following could be happening when players arrive:

- The farmer has decided to fix the chimney, and the mice must find a new home.
- The grate atop the chimney has rusted through. Birds have raided the cheese stores.
- A new cat has arrived on the premises.

Chimneyhaus

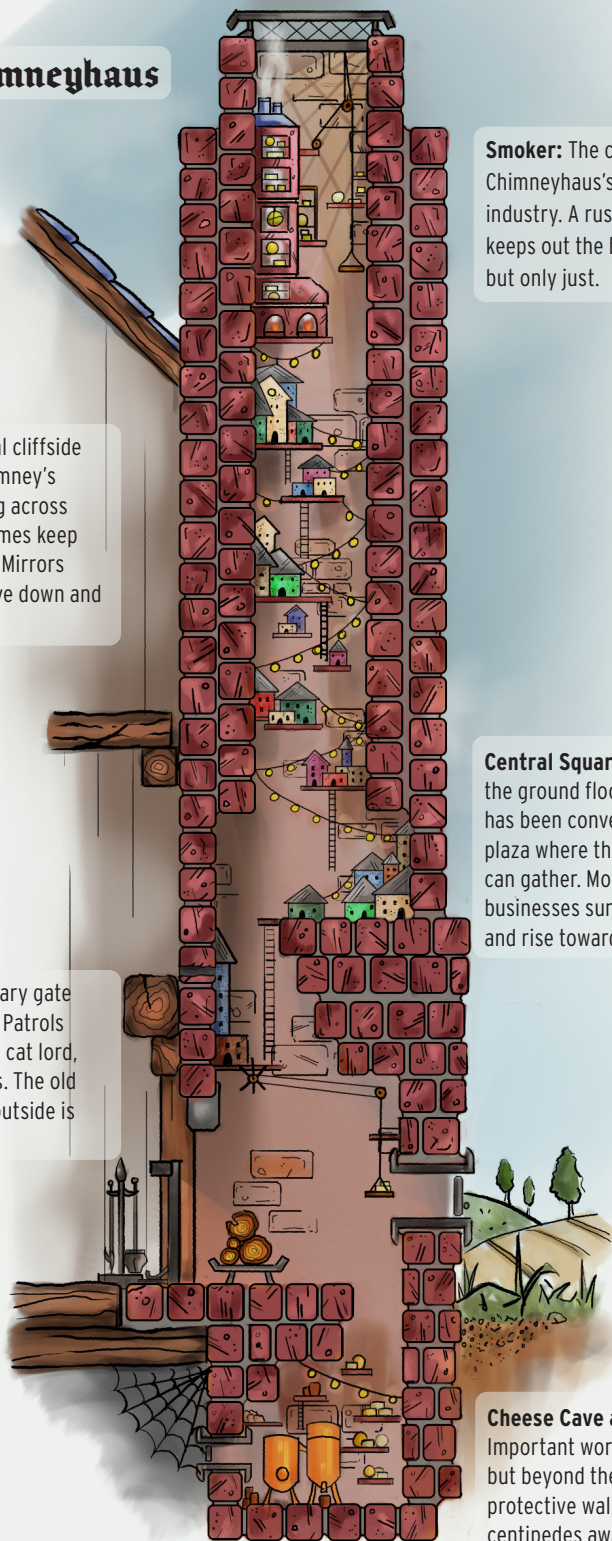
Brickville: A virtual cliffside surrounding the chimney's chasm. Lights strung across and between the homes keep the area lit at night. Mirrors send light from above down and illuminate it by day.

Fireplace: The primary gate into the community. Patrols keep a watch for the cat lord, Frey, rats and others. The old ash catcher on the outside is always kept locked.

Smoker: The cheese smoker, Chimneyhaus's largest industry. A rusty steel grate keeps out the birds from above, but only just.

Central Square: Close to the ground floor, the old flue has been converted into a plaza where the community can gather. Most of their businesses surround the plaza and rise toward Brickville.

Cheese Cave and Brewery: Important work is done here, but beyond the chimney's protective walls, spiders and centipedes await.



McRheetz Farm

1. The Dairy Barn: A massive structure with wooden ladders opens up to the rafters. A hole in the floor boards leads to the rat's nest. Otherwise, the cows, when present, tend to be pleasant to the mice, unless startled.

2. Silo: a tower taller than Chimneyhaus and full of grain for the cows. It would seem a hoard worthy of a thousand mice, but to enter the silo is almost certain death, as the grains at that scale become a sea that could sink an entire warband.

3. Sheds: Used for heifers and their young, mice rarely venture inside. But if desperate, there may be spare milk to be found here.

4. The Tool Shed: A blacksmith mouse and her apprentice live and work here amid the clutter of human-sized tools. They collect scrap, or trade for it, and then fashion it into mouse-sized gear.

5. Chicken Coop: If you ask a chicken, they are plotting a revolution to take over the farm. But chickens have short memories, and every morning they must hatch their plans anew. They trade eggs for corn.

6. Haystack Market: Although it appears lifeless from without, a bustling market thrives within where mice gather to buy, sell, and trade corn, syrup, honey, and cheese. A mouse can find most anything here.

7. Windmill: A lookout point for the farm, a mouse can see for a mile around. Sorrel, a wizened, blind mouse lives inside the windmill, between the cogs and gears. He knows much about County Langlade; he used to be an adventurer and enjoys his quiet views.

8. The Farmhouse: The proud brick house stands two stories tall with a cellar beneath. The farmer and family come and go with their many occupations. Frey is rarely inside, however, so exploring the house, especially at night, can produce excellent discoveries.

9. Bee Boxes: Two tall fortresses filled with the honey prized by many. The mindless drones can only help if the queen wills it, but if assembled the swarm can be a tremendous ally.

10. Garden: The family's garden contains a variety of vegetables and fruits in the summer. After harvest, winter rye grows thick and lush. Frey may often be found here, basking in the sun, swatting bees, and stalking prey.

11. Sugar Maple Orchard: It takes but a few small taps to supply Chimneyhaus with all the syrup it needs to produce mead, but the syrup tappers must still climb the mammoth trees to spike their taps and gather full buckets.

12. Pond: Dragonflies zip across the surface and bullfrogs linger at the edges of this small spring-fed pond. An old catfish surfaces occasionally to check on the news.

13. The Drive: A barren, rock-strewn wasteland where a mouse can die a hundred ways: the drive divides McRheetz Farm in two, Chimneyhaus to the south and Haystack Market to the north.

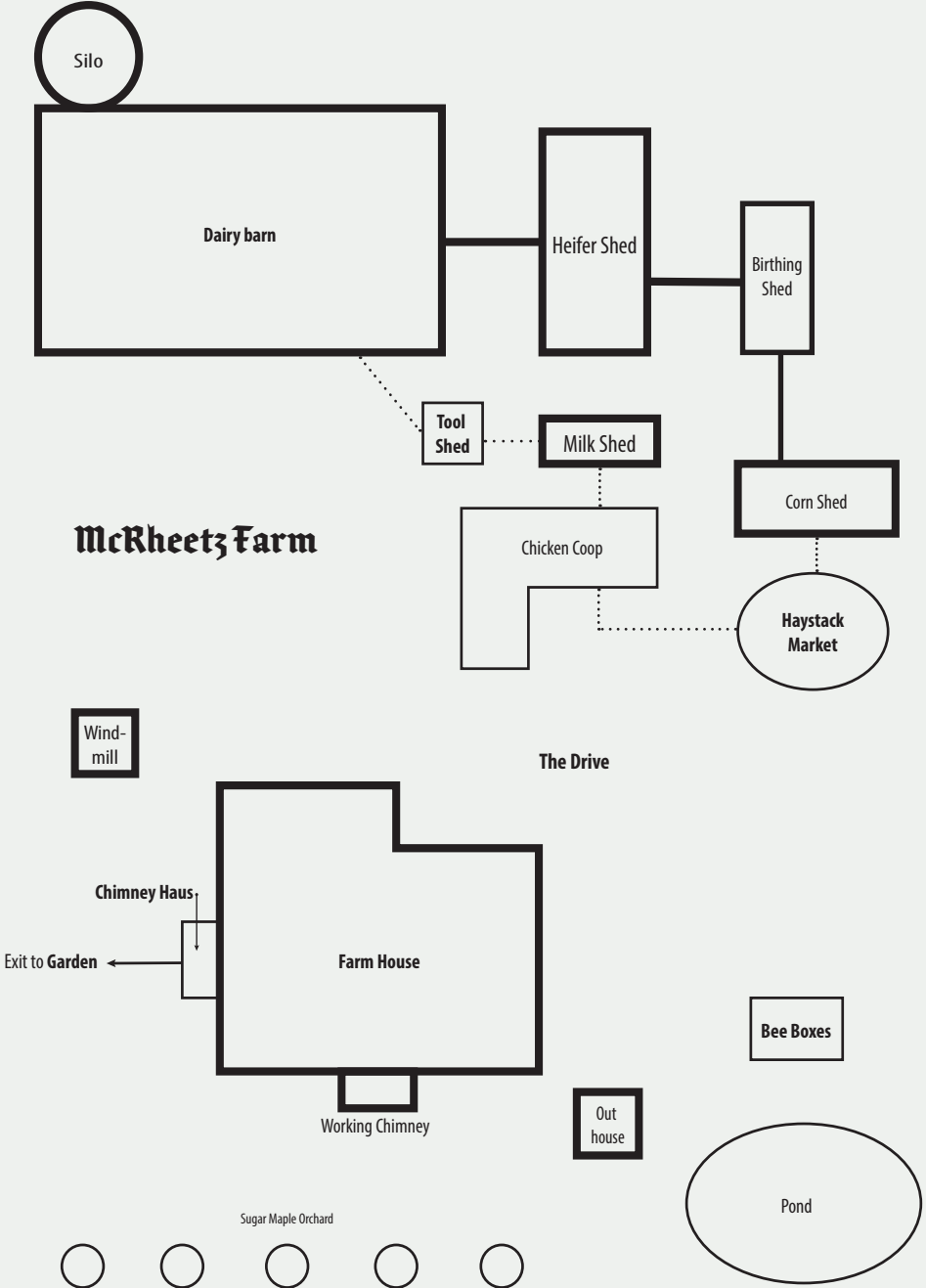
Adventure Hooks

- 1 The rats are stealing our milk, threatening our cheese supply.
- 2 Recharge these depleted spell tablets.
- 3 Bring this scrap metal to the Tool Shed.
- 4 Show a new family around the farm.
- 5 Rooster is disturbing the Haystack Market.
- 6 The maples are ready to tap.

Rumors

A mouse might hear any of these as they explore the farm and county.

- 1 Queen B is having trouble with the rats, too. (True)
- 2 A bear just emerged from hibernation. (True)
- 3 A mouse was caught by a hawk while crossing the Drive. (True)
- 4 There's a new cat in town, and I heard he's friendly to mice. (Partially true)
- 5 Barnabus, the barn owl, hates the faerie queen. (Partially true)
- 6 The faerie queen hires mice to help her with errands. (False)



1. McRheetz Farm

A dairy farm with a large barn, pond, fields, and a garden where the cat lord, Frey, likes to spend his afternoons.

2. Countryside:

An ancient oak tree fell in these fields years ago; now its husk shelters centipedes, worms, and a host of other life.

3. Light Forest:

The countryside gives way to dense underbrush that crowds the burgeoning forest.

4. Forest Road:

The road to town winds under the canopy of an old forest; cars speed along the shadowed asphalt.

5. Countryside:

The grassy fields roll over gentle hills where the cows graze by day and owls patrol by night.

6. Road:

Eventually, every mouse must make the harrowing road crossing, a rite of passage for many.

7. Countryside:

The rolling hills grow steeper, and the long ears of rabbits appear above the grass, for their warren winds under the hills.

8. Forest:

Deep and wild, some adventurers tell of a tree that speaks in riddles and knows when you lie.

9. Cave:

A bear calls this cave home in the winter and wanders nearby throughout the year; at the back of the cave, someone inscribed small but ancient magical runes of the fey.

10. Forest:

The biggest pine tree in the region stands at the center of this forest; its ample boughs are home to many critters and communities.

11. Lake:

Hibbert, the frog prince, calls this domain home; cattails ring his domain like a fortress.

12. Human Town:

A growing community with new homes being built all the time; pigeons walk the streets like they own the place.

13. Thick Forest:

Sunlight can barely pierce the veil of leaves far, far above. Hollow stumps, ferns, and roots make traversing the forest floor an enormous challenge.

14. Faerie Ring:

A faerie ring of mushrooms surrounds a blue crystal stuck in the ground; adventurers must tread carefully, and make no bargain with the fae.

15. Thick Forest:

The trees hide a natural salt lick that draws animals from across the region.

16. Countryside:

Wildflowers draw butterflies and bees; the grass grows long and tall.

17. Hamlet:

Not much more than a few buildings and a half dozen families; an abandoned well was once also the home to mice.

18. Hills and Mountains:

Raptors carve gyres through the air with alarming frequency; temperatures plummet at night.

19. Cemetery:

Ghosts of wretched souls wander this land; they will steal your heat to try and free themselves from torment.

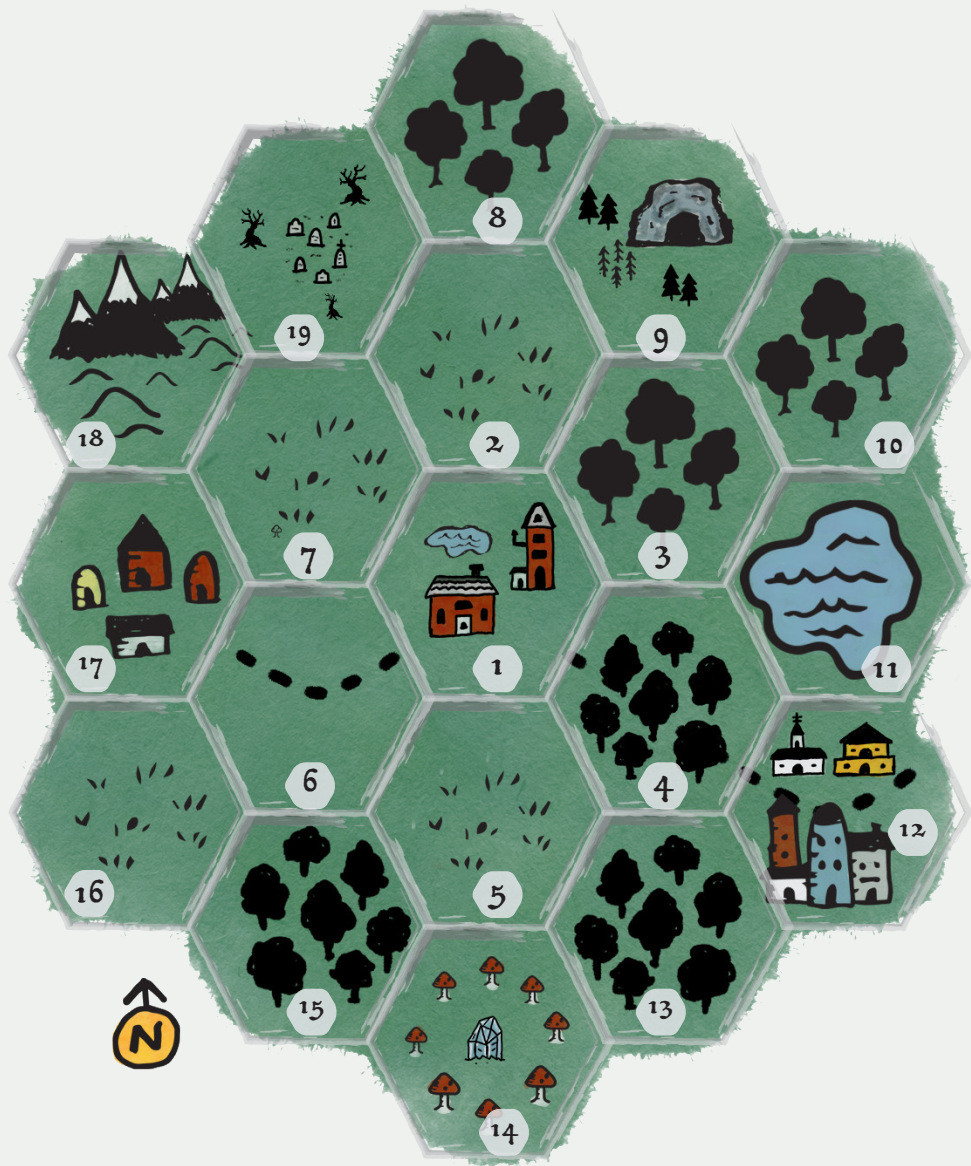
Area Encounters

- 1 Roving centipede looking for a snack.
- 2 Brownie the bear pawing through an old log.
- 3 Willie weasel hunting easy prey.
- 4 Butterflies and bees fighting over flowers.
- 5 d4 Faeries transporting d6 mice prisoners.
- 6 A hawk soaring overhead, its cry terrible.

Area Rumors

- 1 Centipedes are working together, strange. (True)
- 2 The Frog Prince, Hibbert, seeks a consort. (True)
- 3 Humans are expanding their village. (True)
- 4 Ghosts wander the cemetery. (Partially True)
- 5 A fire destroyed the Oak Grove community up north. (Partially True)
- 6 A tree in the forest to the north grants wishes. (False)

Langlade County



Regional Factions

1. Barnabus

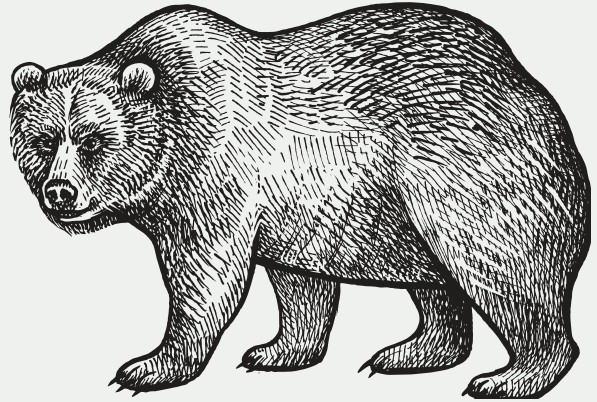
(Barn Owl Sorcerer)

Resources

- Hollow treehouse
- Wisdom of years
- Magic

Goals

- ooAscend to the mountain Aerie
- oooPush the Faerie Queen back into her realm



2. Brownie

(Brown Bear)

Resources

- Quiet, dry cave
- Big appetite, bigger voice
- Claws longer than three mice

Goals

- ooPack on pounds after Winter
- ooShare the news of Spring

3. Centipede Army

Resources

- Many feet make light work
- Powerful mandibles

Goals

- ooAssassinate Willy the Weasel.
- ooDestroy all mice.

4. Frey

(Norwegian Forest Cat)

Resources

- Always hungry
- The run of the farm
- Trust of the farmer

Goals

- oNap
- ooKidnap mice for toys
- oooSubjugate the entire farm

5. Hibbert

(Frog Prince)

Resources

- Lake with plenty of flies
- A beautiful tenor voice

Goals

- oDestroy the giant water bug.
- ooMake a good first impression on a frog princess.

6. Ophelia

(Faerie Queene)

Resources

- Shapeshifting servants
- Mushroom ring portal
- Faerie gold

Goals

- oKidnap mice
- ooLead mice into fae lands

7. Queen B's Hive

Resources

- Mindless drone swarm
- Honey
- Pesky stingers

Goals

- ooPollinate the garden and trees.
- oooProtect the royal jelly

8. Rat Scavengers

Resources

- Ruthless
- Secret barn hideout

Goals

- ooTunnel beneath the corn shed
- oooGet rid of the mice
- ooooSteal Queen's royal jelly

9. Willy

(Weasel)

Resources

- Lockjaw
- Killer instinct

Goals

- oFind a den for next winter
- ooEarn the trust of witless mice
- oooBreak the centipede army

Regional Adventure Sites

The Crawling Cemetery

What's going on here?

The centipede army has camped in the old, nearly forgotten cemetery. Willie has called this place home since he was born, using the old stones as lookout points, and thriving on the many creatures that wander through.

The usually solitary centipedes have banded together to thwart Willie's ravenous dominion, and now the cemetery is a practical warzone.

Can anyone stop the centipedes? Will Willie be forced abandon his home?

Encounters

- 1 Centipede scout on patrol
- 2 d3 Centipedes burrowing shelters
- 3 d3 Centipedes curled into a ball sleeping
- 4 Willy Weasel, hunting centipedes
- 5 A spider constructing a web
- 6 A ghost, hungry for life

What do we find?

- Centipede exoskeletons fashioned into armor
- Tall grass and taller gravestones
- Abandoned insect nests
- A tall oak with a hole in its center; the opening to the centipedes' lair.

Threshold Cave

What's going on here?

Brownie the Bear has awoken from hibernation, and he's hungry. His cave is wrecked from a winter spent inside it, however. He returns only after long days spent foraging.

Unbeknownst to Brownie (and the PCs), at the back of the cave are ancient runes carved by the faerie queen. She needs access to these runes to complete a ritual and allow her to open a portal to the fae realm, where she will take any mice she has captured.

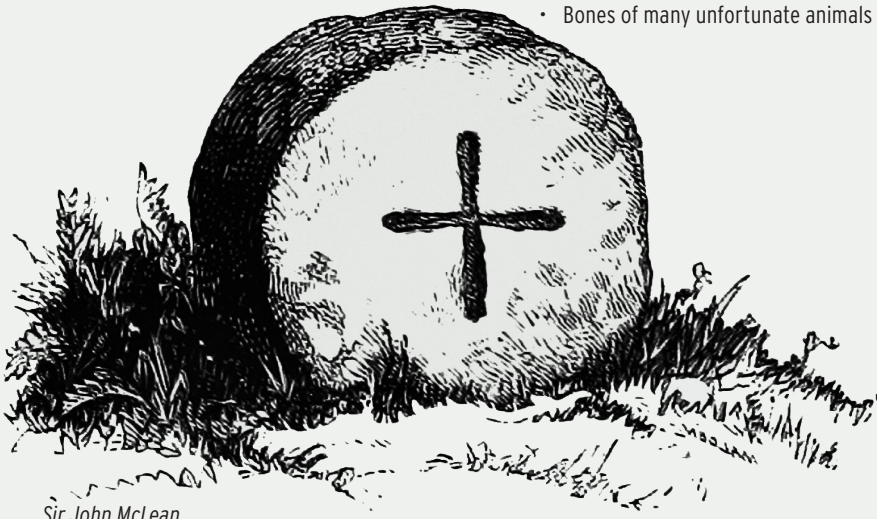
Will the faerie queen complete the ritual? How will Brownie react to learning the faeries are invading his home?

Encounters

- 1 d3 Rats paw through the refuse
- 2 d3 Faeries excavating the runes
- 3 d3 Centipedes hunt for food
- 4 Brownie returns hungry from foraging
- 5 A fox comes to inspect the many smells
- 6 A glowing portal beckons

What do we find?

- Handfuls of tinder the right size for torches
- d6 mushrooms with large orange caps
- Bones of many unfortunate animals



Lake

What's going on here?

Hibbert the frog prince knows time is short to find a consort who can give him an heir. He knows that control of the pond has passed from frog to frog for many cycles, but he hopes to provide some stability and ensure he is not forgotten.

Brownie, on the other hand, comes looking for fish. Brownie's terrifying presence scares away every potential suitor, but Hibbert can do nothing to stop the massive bear.

Will Hibbert find a partner to share his life with? Will Brownie disrupt the lake's ecosystem?

Encounters

- | | |
|---|--|
| 1 | d3 Frog knights patrol the reedy glen |
| 2 | d3 Frog farmers harvest flies |
| 3 | d3 Frog farmers capture fireflies |
| 4 | Dragonfly ambushes a swarm of insects |
| 5 | Brownie ambles through in search of food |
| 6 | Snapping turtle crawls through the grass |

What do we find?

- d4 lily pads that can hold two mice each
- d6 hollow reeds, they are flexible and strong
- A ring buried in muck at the bottom of the lake



Faerie Circle

What's going on here?

The Faerie Queen sits on a throne of woven flowers. From here she oversees her domain, which grows with every season. Already, she has harnessed a dozen butterflies into traces, they carry her wherever she wishes to go. Few other creatures darken her domain, for they know her power and whispers of her cruelty reach across the Langleade.

Will the Faerie Queen discover Chimneyhaus? Who will she target next to control?

Encounters

- 1 d3 Faeries play in the sun
- 2 d3 Faeries torment a rat
- 3 d3 Faeries rest under toadstools
- 4 Butterfly makes a desperate escape
- 5 Barnabus the owl negotiates with the queen
- 6 The circle is lit by magic, a party is underway

What do we find?

- A shard of blue crystal
- A pair of disembodied butterfly wings
- A spidersilk pouch filled with 2d10 pips



Creatures

Butterfly

1hp, STR 1, DEX 13, WIL 15

Attacks: none

Flies 2x normal speed. Knows two spells.

Wants freedom from the faeries.

Butterfly species

1. **Tiger Swallowtail** - Knows the weather forecast
2. **Monarch** - Knows when you lie or hide the truth
3. **Red Admiral** - Has seen how you will die
4. **Mourning Cloak** - Knows something of your past
5. **White Cabbage** - Can find the thing you seek
6. **Painted Lady** - Can predict the future

Cow

Warband scale

45hp, STR 15, DEX 11, WIL 9, Armour 2

Attacks: d10 stomp

Wants to eat grass and enjoy the sun.

McRheetz Branded Bovine

1. **Eunice** - Knows positively everyone's names
2. **Reba** - Can't be bothered with the likes of mice
3. **Prim** - Bellows terribly when scared
4. **Willow** - Enjoys rolling on the haystack
5. **Tilly** - Wanders off on a regular basis
6. **Bridget** - The farm gossip

Fox

15hp, STR 14, DEX 15, WIL 12, Armour 1

Attacks: d8 bite

Wants to rob the chicken coop every night.

Clever Rogues

1. **Jacque** - Chases butterflies in an elaborate game
2. **Henry** - Runs away from another of the foxes
3. **Gerard** - Knows how to find things in town
4. **Nina** - Devours a bush full of berries they found
5. **Yvette** - Stalks the trail of distant food
6. **Patrice** - Sings in the strange voice of the foxes

Norwegian Forest Cat

16hp, STR 16, DEX 15, WIL 9, Armour 2

Attacks: d6 swipe, d8 bite.

A longhaired cat, with a gray coat and white breast, Frey weighs nearly 15 pounds. Like all cats, he's lord of his domain, the McRheetz Farm.

Wants fealty from the mice of Chimneyhaus.

Haunts

1. **Garden** - Lounging in the shade
2. **Pond** - Basking in the sun
3. **Windmill** - Enjoying the breeze
4. **Chimney** - Where the mice come and go
5. **Orchard** - Strolling in the dappled light
6. **Haystack** - Resting atop it like a big pillow

Queen Bee

1hp, STR 1, DEX 1, WIL 15

Attacks: d10 hive swarm + venomous sting

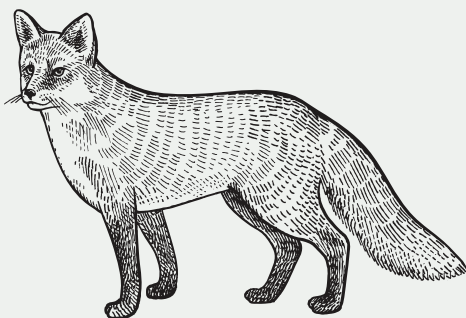
Critical damage: Venom takes effect, d10 damage to STR

Knows two dances

Wants to expand her colony to a new location.

Bee Dances

1. **Alarm** - Assemble for trouble
2. **Nectar** - Food is nearby
3. **Weather** - Storm is coming
4. **Swarm** - Make DEX save or be attacked
5. **Friendship** - Make WIL save or be Charmed
6. **Confusion** - Make a WIL save or be Confused



Rooster et Chickens

13hp, STR 10, DEX 12, WIL 15, Armour 1
Attacks: d6 peck
Crow summons 1d6 chickens to his side in 1 turn.

Wants to rule the roost, but there's the cat to consider.

Summoned chickens

- 1. **Queenie** - A boss, but kind to all
- 2. **Bess** - The largest chicken you've ever seen
- 3. **Dixie** - Wise-cracker, smart as a whip
- 4. **Goldie** - Preens unless startled, then scared
- 5. **Henrietta** - Curious to a fault
- 6. **Amelia** - Industrious, excels at everything

Snapping Turtle

10hp, STR 12, DEX 5, WIL 11, Armour 3
Attacks: d12 bite

Wants to eat anything they can catch.

Favorite Morsel

- 1. **Duckweed** - Practically vegan
- 2. **Worms** - Slurped like spaghetti
- 3. **Beetles** - Crunchy but quick
- 4. **Fish** - Lurk in the muck to catch them
- 5. **Frogs** - A vengeful sort
- 6. **Ducklings** - The rarest sport

Conditions

Charmed

WIL save to act against the source of charm.

Clear: After an ally rouses you for a Turn.

Confused

WIL save to find your way once more.

Clear: After a short or long rest.

Held

STR save to move.

Clear: After escaping the source of restraint.

Spells

rd6	Spell	Effect	Recharge
1	Move Earth	Create a tunnel or otherwise displace a volume of earth no larger than 12" by 12" for every [DICE].	Bury in the burrow of a mole or rabbit for three nights.
2	Alter Self	Transform your teeth and claws into fangs and talons, or gain fins and flippers. Lasts for [DICE] x 6 Turns.	Wrap in a shed snakeskin and leave for three nights.
3	Strider	Double your speed for [DICE] x 6 Turns.	Place beneath a horse's shoe, until it lifts its foot three times.
4	Slow	Cause [DICE] creatures to move half speed for [DICE] Turns.	Drag through the trail of a slug or snail in the light of a full moon.
5	Web	Fill a [DICE] x 6" area in sticky, strong webbing. Creatures in the area must make a STR save or be Held.	Wrap in spider silk and hang from a high place for three nights.
6	Breathe Water	Allow [DICE] creatures to breathe water as air for [DICE] x 4 Turns.	Drop into a body of water and leave it for three days.

Chimneyhaus

A Settlement and Hex Crawl

for Mausritter

Includes:

9 new Factions

7 new Creatures

2 new Conditions

6 new Spells

4 Adventure Sites

Dozens of Locations & Encounters

FEY LIGHT