

The Overgrown Shrine of the Chanéque

a Mausritter Adventure Site.

Deep in the jungle, in the center of a massive lake; is the heart of the **Axolotl Empire**, the capitol of **Aztlán**. Known for its vast wealth and kind citizens, this metropolis has fallen on dire times. The Faerie-like fey, the **Chanéque**, have begun crossing over from their **otherworldly realm**. These mischievous creatures have hired a group of **Rat Bandits** to begin **kidnapping the Axolotl Young**. *What do the Chanéque want with the children? Why are the Rats helping?* Find the answers to these questions and more because, **your party has been hired for 500 pips each** and any treasure you find if you can save the Young and get to the bottom of this situation. One Watch to the southwest of Aztlán is the **Overgrown Shrine of the Chanéque**. Good Luck!

D6 Rumors

- 1 *The Chanéque are eating the Axolotl Young* (False)
- 2 *Rat Bandits selling the Axolotl to the mice as slaves* (False)
- 3 *Axolotl Young are being taken and give to the Omen Owl* (Partially True)
- 4 *Rat Bandits are targeting the poorer districts of Aztlán* (True)
- 5 *Rat Bandits have been seen loitering at and around the Overgrown Shrine* (True)
- 6 *Chanéque are crossing in through a Portal atop the Overgrown Shrine* (True)

D6 Adventure Hooks

- 1 **The Earls of the Maus Kingdom** have sent you to establish relations with the **Axolotl**.
- 2 Charting the rivers, your party has stumbled upon the **Axolotl Empire**.
- 3 Following the rumors of a **Temple made of solid Cheese**, you headed to the jungle.
- 4 **Achcautli the Axolotl Alchemist** has told you of the riches to be made in **Aztlán**.
- 5 You have been given a **500 pips** bounty on the leader of the **Rat Bandits**.
- 6 The **Axolotl Emperor's** child was kidnapped, he is offering **1000p each** for her return.

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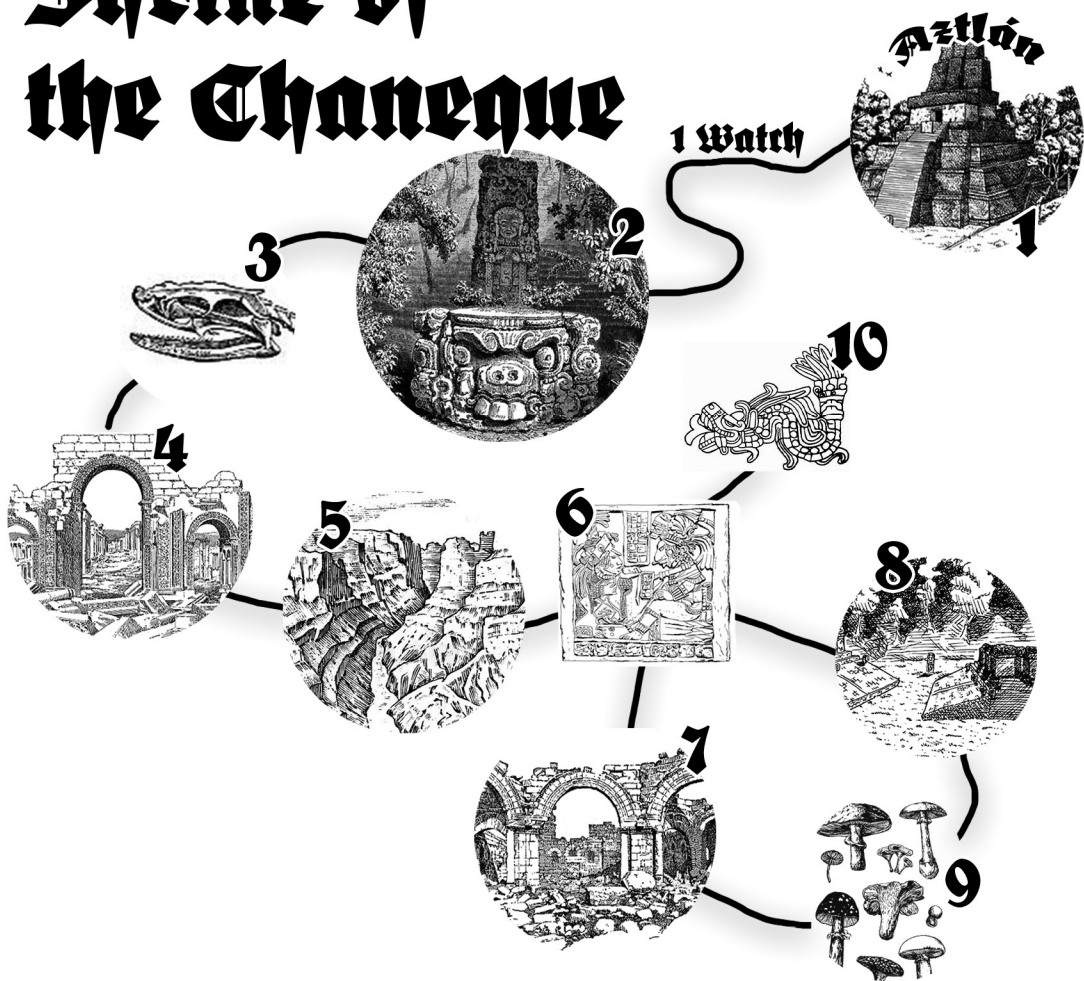
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Material no oficial

Shrine of the Chaneque



d6 Encounters

- 1 d6 Rat Bandits patrolling
- 2 d4 Rat Bandits with d3 Axolotl Young
- 3 d2 Axolotl Warriors hunting
- 4 d6 Axolotl in combat with d8 Rat Bandits
- 5 d4 Rat Bandits with d2 Chaneque
- 6 d4 Chaneque with d6 Axolotl Young

d6 Treasures

- 1 Random Spell Stone
- 2 A small cache of weapons (Macuahuitl)
- 3 Stone box with d6x100 pips and gems
- 4 Fine, bright colored, feathered cloak (50p)
- 5 Golden statue of a Chaneque (500p)
- 6 Jeweled medallion of an Axolotl (1000p)



Locations

1. Aztlán:

Metropolitan **capitol city** of the **Axolotl Empire**. Built on an island in the middle of a massive lake.

4. Gathering Room:

Currently **empty**. Signs of residency. Simple and crude **furniture made out of debris** and jungle flora.

7. Rat Hideout:

d6 Rat Bandits leisurely guard **d8 Axolotl Young**. Small cache of Corn and a sack with **d20x10 pips**.

2. Overgrown Shrine:

Sacred shrine of the Chaneque and a **portal** to their dangerous, otherworld realm. **Rat hideout inside**.

5. The Chasm:

A **canyon** with a **bottomless pit** separated the path. A small, **thin string** spans the gap. **d2 Rat Bandits** on the other side.

8. Rat Camp:

Temporary home to the **Rat Bandits** as they work for the **Chaneque**. **2-in-6 Chance** of **d10 Rat Bandits** relaxing. Roll for **d4 Treasures**.

3. Serpent's Mouth:

At the base of the Shrine is a sculpted **Snake's Skull**. This serves as **doorway** into the Shrine and Hideout.

6. Painted Room:

Large, **domed room**. **Painted reliefs** of Chaneque warriors cover the walls. Once brightly colored, **now faded**.

9. Mushroom Farm:

Subterranean, damp and dark cave; full of **d30 mushrooms**. Mushrooms are worth **d8x10 pips** each to **Axolotl Alchemists**.

10. Tomb of the Quetzal:

Paintings of a great, **Feather Serpent** on the walls. A giant serpentine **skeleton** encircles a **stone bowl**. Under the stone bowl is **Ruby and Sapphire Feather** (1500p). **1-in-6 Chance** of waking the **Quetzalcoatl**.

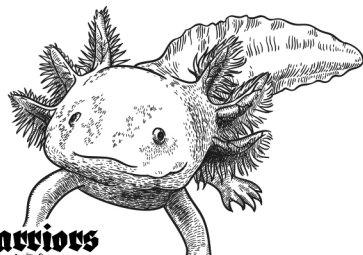
Bestiary:



Rat Bandits

5hp, STR 9, DEX 10, WIL 8
Attack: d8 club

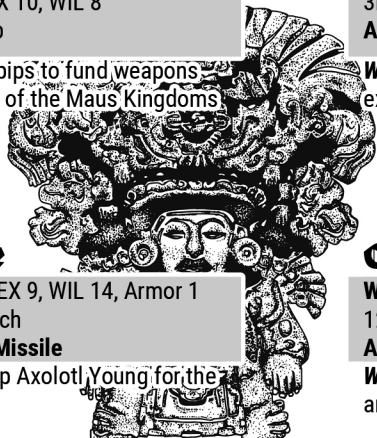
Wants to earn pips to fund weapons for an invasion of the Maus Kingdoms



Axolotl Warriors

3hp, STR 11, DEX 9, WIL 10
Attack: d8 Macuahuitl or d6 Atlatl (ranged)

Want to retrieve the stolen Young and expand the Axolotl Empire



Chaneque

4hp, STR 10, DEX 9, WIL 14, Armor 1
Attack: d6 punch
Knows **Magic Missile**

Wants to kidnap Axolotl Young for the Teuzauhtototl



Quetzalcoatl

Warband Scale
12hp, STR 12, DEX 15, WIL 19, Armor 2
Attack: d10 bite

Wants to protect the Axolotl Empire from any external threat

Sactions:

Axolotl Empire

Resources:

- Vast riches and major trading ports
- Several Warbands of mighty warriors
- Aztlán, island city in the middle of a lake

Goals:

- OOO Establish trade with the Maus Kingdoms
- OOOOO Drive the Rat Bandits out of the Empire
- OO Save the Axolotl Young

The Chaneque

Resources:

- Fey magic
- Axolotl, mice and others fear them
- Rat Bandits on the pay roll

Goals:

- OOO Summon the mythic owl, Teuzauhtototl
- OOOOO Take control of the Axolotl Empire
- O Take Noble Axolotl Young

Rat Bandits

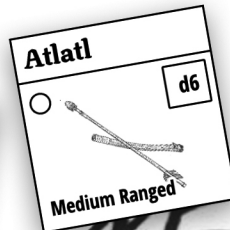
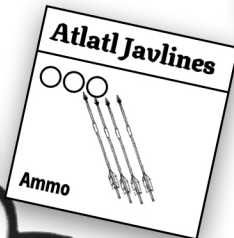
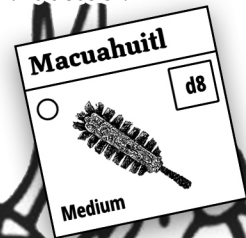
Resources:

- Underworld connections with the Rat Gangs
- Monetary resources from the Chaneque
- Brute intimidation

Goals:

- OOOOO Invade the Maus Kingdoms with war machines
- O Fortify secret hideout in the Overgrown Shrine

Items:



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