



# ADVENTURE HOOK #1

## Not your typical caravan thieves

Skeletons, zombies, and ghouls are acting like common road robbers and house burglars.

Solve the mystery

Discover the method of how the undead are controlled

Find the mastermind

Recover the treasure of Raven's Nest, or keep it

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## UNDEAD AMBUSH

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*The Golden Chain merchant's guild has hired you to escort a caravan along a trading route that has seen a number of attacks from robbers recently. You've been keeping watch vigilantly every night, but none have dared disturb you. So it is with some surprise when, in broad daylight, a band of cloaked robbers carrying swords and bows ambush the wagon. But there's something different about these thieves. They don't speak, and they are awfully thin.*

*They aren't human at all, but undead. Skeleton swordsmen, zombie archers, and ghosts with loot bags have come for gold. You're able to dispatch this group of monsters, but once you do, the wagon driver mumbles, "These things again."*

*Undead are robbing traveling merchant carts. Once you reach the city of Raven's Nest, you learn that undead are also burglarizing houses. And nobody knows why.*

Use this hook to put a spin on the typical caravan escort. Undead are an easily identified evil, these ones probably have treasure somewhere, and the mystery should spark interest as to why this is happening.

Players are deprived of their standard tool of "interrogating" a robber to discover their layer. You can place players in the moral ambiguous dilemma of letting the next robbery take place in order to follow the undead back to their hideout.

### **Prompts for Dungeon Masters**

What is the magic spell, item, or location that allows for undead creation and/or control? Who has it?

Where do the undead return to and how are the goods delivered to the mastermind?

It seems awfully inefficient to raise undead to rob coin from travelers to accomplish a goal rather than just use the undead to accomplish the goal. Why is the mastermind taking this route anyway?

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