

Cavern Crawls

#006

4th Level Dungeon

Galloping Graves

GrimPress

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#006 - Galloping Graves

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Cavern Crawls are a Dungeons and Dragons 5th Edition compatible supplement designed as a resource for game masters to use in their campaigns.

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4th Level Dungeon

Preamble

Galloping Graves is a 4th level adventure for a party of 5 players. In this *Cavern Crawl*, the party must confront an undead hoolihan haunting a graveyard.

Background

A wool spinner and his son set out from Ffeffe to make a late delivery of yarn to a weaver in Watertown one evening. When they took their usual shortcut through the old cemetery, they were set upon by a fearsome specter on horseback wielding a glowing whip. He accused the weaver of trapping his soul in the statue in the graveyard. The man answered, saying didn't know what the specter was talking about. The statue of a hero of yore had been there as long as he could remember.

The horseman struck the man down and his son escaped, and hurried to tell his tale to the village elders.

When the villagers ventured to the graveyard in daylight, there was no sign of the horseman or the wool spinner. The statue was defaced – the statue's glass eyes were missing. One of the mausoleums had been tampered with – its door was broken.

Soon, people reported seeing figures moving around at night. Stories grew and rumors began flying. Trade between the two towns dropped to a trickle. The town needed someone brave to get to the bottom of the situation – and they would have to go at night.

Hopefully, 1000 gp worth of gems would be enough of a reward ...

Quest Hook

The fair folk of Ffeffe are having trouble getting their wool to the weavers in Watertown, and need their trade route re-opened. Parchments are up in both villages summoning heroes to come to their aid. When the adventurers pass through a rural village, they can't miss the posters.

When they contact the village elders, two *aquamarine gems* and a lovely woolen blanket are offered to set the matter to rights.

Big Bad Evil Guy

In this *Cavern Crawl*, the characters will meet a **Hoolihan**, a CR 6 undead magic-user.

ROLEPLAYING THE HOOLIHAN

The hoolihan is an intelligent, malevolent ghost who remembers who and what it was when it was alive: a narcissistic highwayman who terrorized and stole from those that couldn't defend themselves.

Although it can no longer steal gold from those it meets, it can certainly terrorize - and a lot more.

Magic Items

In this *Cavern Crawl*, the characters may find the following magic items:

- *periapt of proof against poison*
- *potion of heroism*
- *infernal whip*

INFERNAL WHIP

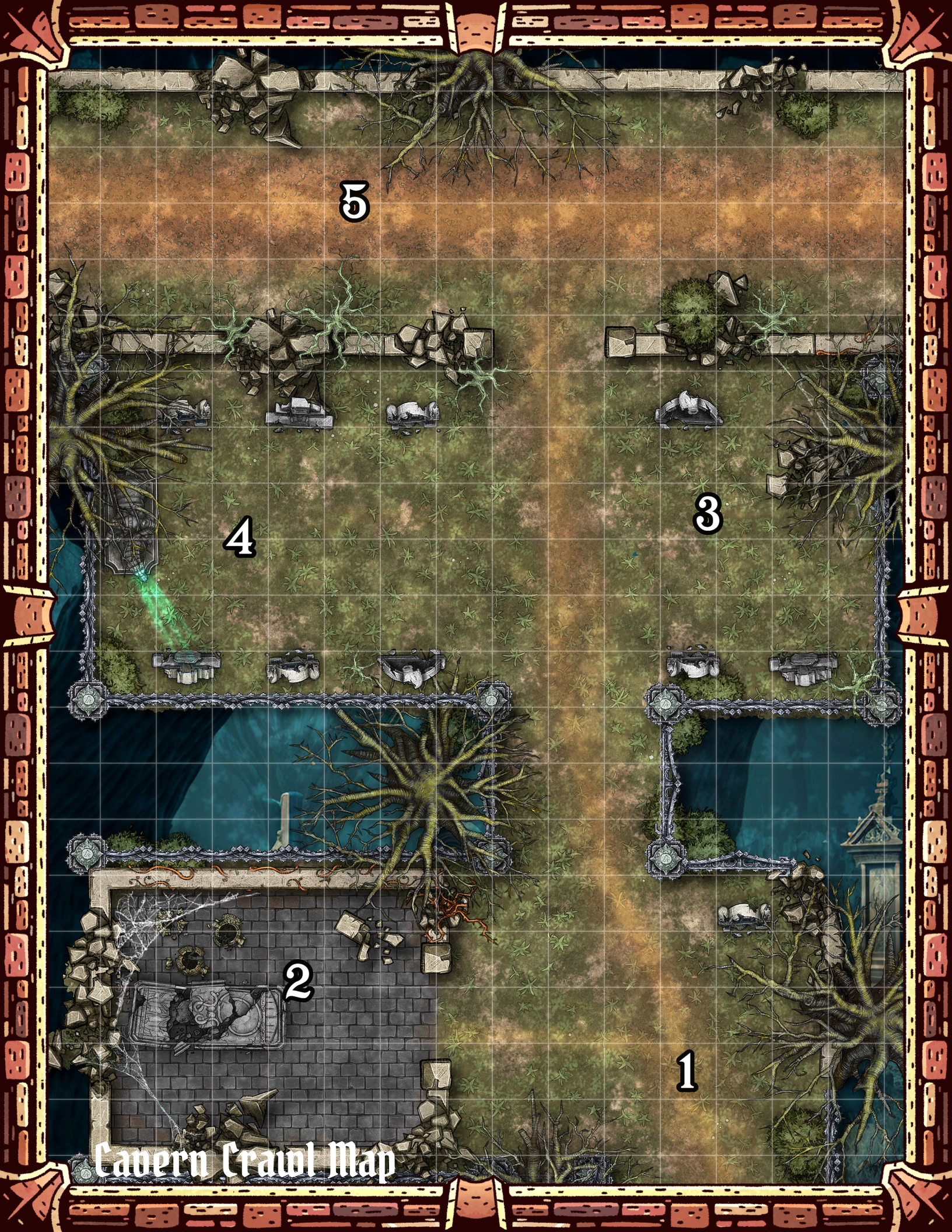
Weapon (Whip), Rare (Requires Attunement)

This black and burgundy whip has been created from the flayed skins of darkmantles and has been embedded along its striking length with bone chips from a black dracolich.

When attuned to this item it does an extra 7 (2d6) necrotic damage.



Infernal
Whip



5

4

3

2

1

Cavern Crawl Map

A1: Graveyard Entrance

The adventurers make their way to the cemetery along a well-used path. It's not far from the village. A low mist hangs on the ground while leafless trees scratch at the night sky. The area is brightly moonlit, but that only makes the shadows deeper. When the adventurers arrive, read or paraphrase the following:

You enter the cemetery near a broken mausoleum. The place is in ruins. Broken masonry litters the ground and broken headstones lean askew. The rattling of bones alerts you to shapes rising from the low-lying mist. A larger shape begins to coalesce on the path ahead of you. Something knows you're here.

The place is definitely haunted. The party can soon see that the large shape is the animated skeleton of a horse, and the others shapes are human skeletons. 5x **skeletons** and 1x **warhorse skeleton** attack. **Roll Initiative!**

A2: Mausoleum

The mausoleum is home to a **phase spider** that isn't happy with the recent disturbances to its normally quiet lair. It's hungry, and the current occupants aren't appetizing. It's currently on the ceiling, but in the Border Ethereal Plane. It will attack when a character investigates the sarcophagus. When the characters enter, read or paraphrase the following:

You enter an ancient mausoleum that has more issues than just a broken door. Its walls are crumbling in several places and the sarcophagus is smashed. Large cobwebs cover the rear wall and ceramic ossuaries lie broken on the floor. The only thing intact is its 12-foot-high vaulted ceiling.

A successful **DC 14 Intelligence (Nature) check** of the floor or webs will indicate that a large spider has been there recently. If they beat the check by 3 or more, they can tell the spider is not a beast. A successful **DC 12 Intelligence (Investigation) check** of the sarcophagus will discover a *peript of proof against poison*. It will also trigger the spider's attack. **Roll Initiative!**



A3: Paupers Row

The adventurers cross a small rise to reach this area. Four **ghouls** lurk in the trees and rubble, and are attracted to the presence of the living. When the adventurers enter, read or paraphrase the following:

You cross a small rise following the worn path. Broken gravestones litter the area. You see a road beyond the graveyard, but moving shapes draw your attention back to the rubble and trees much closer to you. Shambling human shapes lumber out of the shadows, with clawed hands outstretched toward you.

The ghouls moan, but they aren't interested in talk. **Roll Initiative!**

A search of the area turns up nothing of interest, other than a statue of a mounted knight to the left. Its eyes begin to glow a ghostly blue.

A4: Hero's Statue

The statue of a mounted knight contains the **ghost** of the hero who originally killed the creature now haunting the graveyard. It can't tell who is friend or foe, so unless the adventurers make an effort to speak to it, it will initially be hostile. The only way to release the ghost, other than defeating it, is to destroy the creature haunting the highway. When the party investigates the statue, read or paraphrase the following:

Ghostly blue light glows from the empty sockets of the mounted figure on the statue. As you approach, you hear a voice say, "*Begone, ye taunting beasties! Ye were no match fer me in life an' ye'll be nae match fer me in death!*"

If the adventurers speak with the ghost, it will tell them about the hoolihan. It can't leave the area (**Locations 3, 4**) but will help the party defeat it if they lure it there. The ghost reveals that it knows where a *potion of heroism* is hidden, and offers it to them. Otherwise, if they don't engage in conversation, the ghost attacks, **Roll Initiative!** If the party defeats the ghost, a search of the statue will recover the *potion of heroism*.



Peript of Proof Against Poison

Hoolihan

Medium Undead, Lawful Evil

Armor Class 16 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	11 (+0)	13 (+1)	17 (+3)

Skills Intimidation +6, Perception +4

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 14

Languages Common, Infernal

Challenge 6 (2,300 XP) **Proficiency Bonus:** +3

Relentless Advance. The hoolihan is unaffected by difficult terrain, and can ride over water and other liquid surfaces.

Relentless Nature. The hoolihan doesn't require food, drink, or sleep.

ACTIONS

Multiattack. The hoolihan makes two attacks with its infernal whip and one with its hooves.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Infernal Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage plus 7 (2d6) necrotic damage.

Ethereal Skull. An ethereal human skull flashes from the hoolihan towards a target it can see within range. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 9 (2d8) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 ft. of the hoolihan that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this hoolihan's Horrifying Visage for the next 24 hours.

Innate Spellcasting. The hoolihan casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At Will: *bane*, *hideous laughter*, *vicious mockery*
3/day each: *false life*, *see invisibility*, *silence*
1/day: *fear*, *lightning bolt*



Hoolihan

A5: Old Highway

The old highway is the hoolihan's domain. As soon as a character steps onto the road, they will hear it approach. The **hoolihan** soon makes an appearance on the left side of the map and heads straight for the adventurers. When the party reaches the road, read or paraphrase the following:

You step onto a hard-packed road that's seen better days. Nearby, you hear maniacal laughter and the sound of galloping hooves. From the darkness to your left, a large shape emerges: it is a skeletal rider with an infernal whip, on a majestic steed, and it is heading straight toward you!

Roll Initiative! If the ghost is an ally, it can only join the combat if the hoolihan enters Locations 3 or 4. The ghost won't waste an action to use *horrifying visage* since the hoolihan is immune.

Once the hoolihan is defeated, it and its mount disappear in a black mist, leaving behind only the hoolihan's leather hat and its *infernal whip*.

If the ghost is with the party, it is released from this plane with the hoolihan's destruction and can rest in peace. The adventurers can return to the village and collect their reward of two *aquamarine gems* worth 500 gp each and a lovely woolen blanket!

