



The Grey Rock

Location: Mineous Hundred,
Daenshire,
Kanday
Status: Wilderness

The Grey Rock towers over the fog-shrouded valley of the Eryn River. On clear days its 90-foot spires provide a forboding landmark for the men of the river barges. For them it marks the half-way point between Murelno and the landing at Duseda, and the most dangerous territory on the Eryn. Though it lay just a few hundred paces north of the river, few river men ever visit.

Instead they hurry past, citing stories and legends about the pinnacles. The stories can be heard in Dyrisa and Aleath, and any house or tavern the rivermen frequent. All agree that it is a dangerous place, riddled with caves and home to bandits, barbarians, and monstrous creatures. Only the most foolhardy ever attempt to test the truth of the many rumors.

Using the Grey Rock with "A Field of Daisies"

The "Field of Daisies" module from Columbia Games is set in the kingdom of Kaldor. However, the complete story can easily be relocated to the Mineous Forest Hundred in Kanday. The "Murelno" module provides the necessary geographical information. Substitute the Bleeding Cave in this module for the Moaning Mouth Cave in the original.

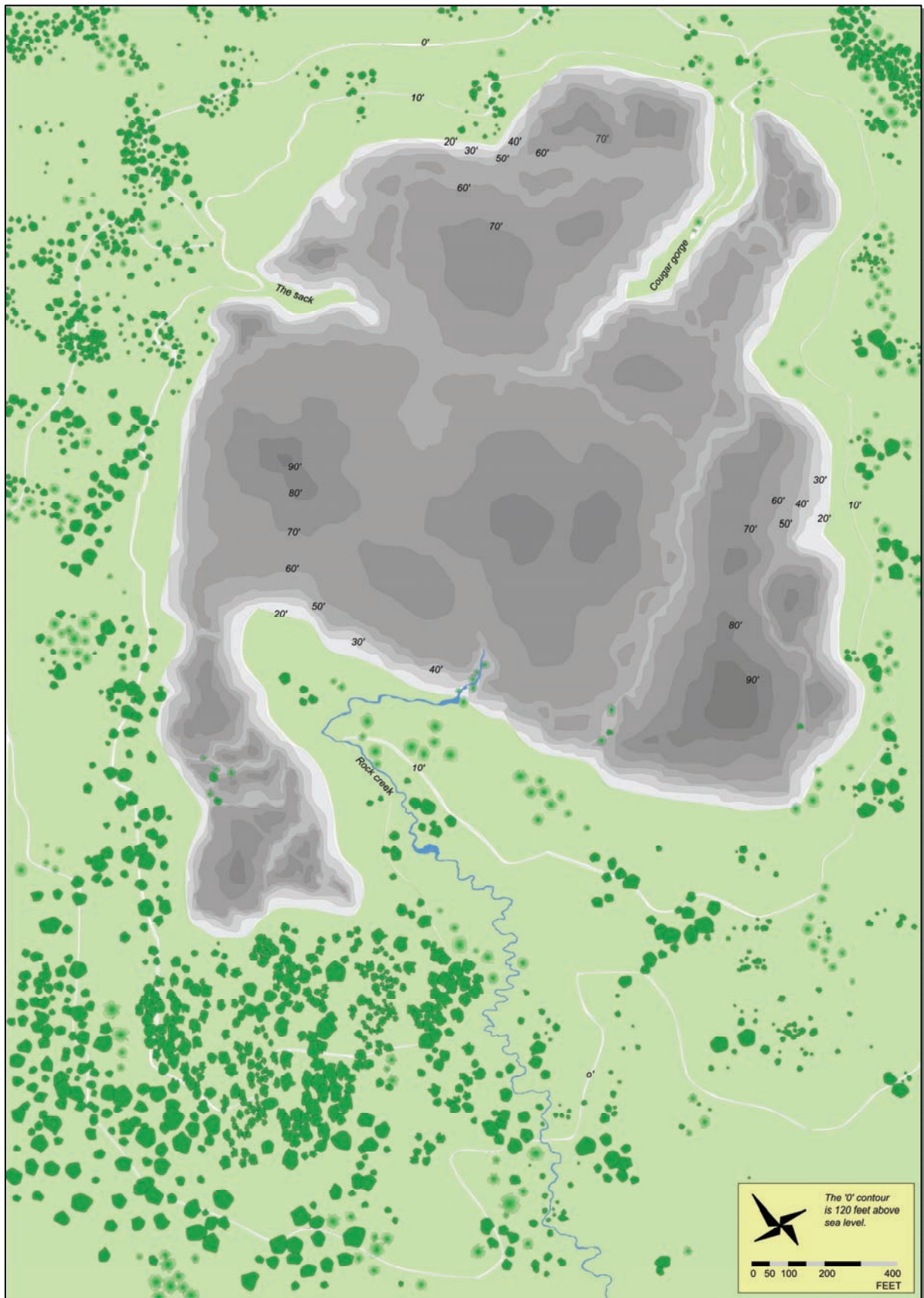
"Murelno", by Christian Duntgen ("xris"), is available for free on www.lythia.com.

Credits

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Geogr. Map, Contributor, Editor: **Christian Duntgen "xris"**

Contributor (and more than an Editor): **thx to "anonymous"**





Spiritual Connections



though located outside the tribal range of the Mimeyi-Gozyda, the shamans of those tribes have used the Grey Rock as a ritual site for centuries. The common tribesmen shun the locale, though whether from fear or respect is unknown.

Geryn's Story

The story of Geryn the Trapper is often told in Murelno. Pursued by angry Gozydans, he made his way to the landmark. As he reached the shadow of the spires, the barbarians suddenly called off their pursuit. Some think the barbarians were respecting a taboo; others conjecture that they simply thought the Grey Rock would do their killing for them.

The Mimeyi were not the first to explore the Grey Rock. The Sindar and Khuzdul left traces of their visits, but the extent of their activities is now unclear.



he rock formation is riddled with caves and passageways. Exploration is difficult, as the shafts vary widely in size and slope, and split levels and dead ends are common. Vertical shafts cut the stone in many places, and cold pools of water cut off exploration in others. Thorough exploration would require a substantial amount of time and equipment.

But the effort would amply reward the outlaw that sought a sanctuary. Any enemy that tried to force their way in would be easily ambushed, stalemated, or trapped. Its caves, its distance from any permanent settlements, and its strategic position overlooking the river make the Grey Rock an ideal headquarters for bandits or rebel groups.

Yet most visitors to the spires aren't looking for a hideout. Young squires come to prove their courage by climbing the pinnacles and lorists come to study the eldar traces within the caves. The Grey Rock rewards and punishes its visitors in many different ways.

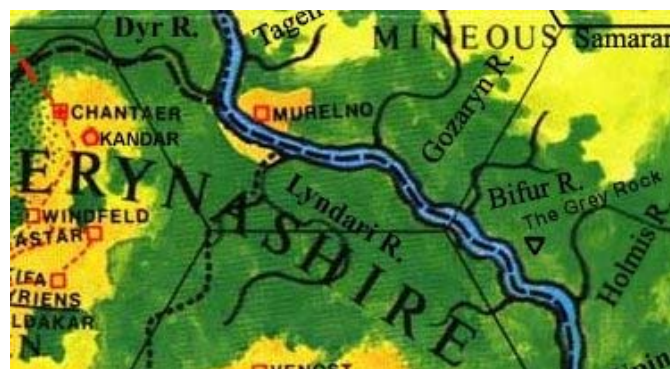
Approaching the Grey Rock



ivermen catch glimpses of the Grey Rock from as much as five miles away. While it's surrounded by lush deciduous forest, on the rock itself only a few stunted trees and bushes manage to root themselves in the cracks and niches. Mosses and ferns cover the

lower portions where they can find enough moisture, and they are thickest on the northern sides and in the crevasses. The higher reaches are completely bare.

A variety of birds nest on The Grey Rock. Falcons and hawks nest in the heights and take advantage of the updrafts the rock creates. Swift nests cover many of the sheltered cliffs, and large numbers of bats dwell in the caves. At nightfall the bats emerge to swarm about the nearby woods, hunting their insect prey.



Climbing the Grey Rock



Ascending the sandstone formation is challenging, even with good equipment. Moss covers much of the rock. And when wet – which is often – the bare rock is very slippery. But when conditions don't completely prevent it, there are two large clefts that provide a way to the top.

The Sack

The harder of the two paths is The Sack, a deep notch on the northwest side. The walls on each side are too vertical to climb. Moving up the notch, the climber is first met with a 15' step, and shortly after, a 30' step. Both steps are nearly vertical, and only the most skilled climbers can ascend them without equipment.

Cougar Gorge

The second, and easier, path is on the north side. Cougar Gorge penetrates over a hundred paces into the rock before it begins rising. The slope is moderate and requires only a little actual climbing.

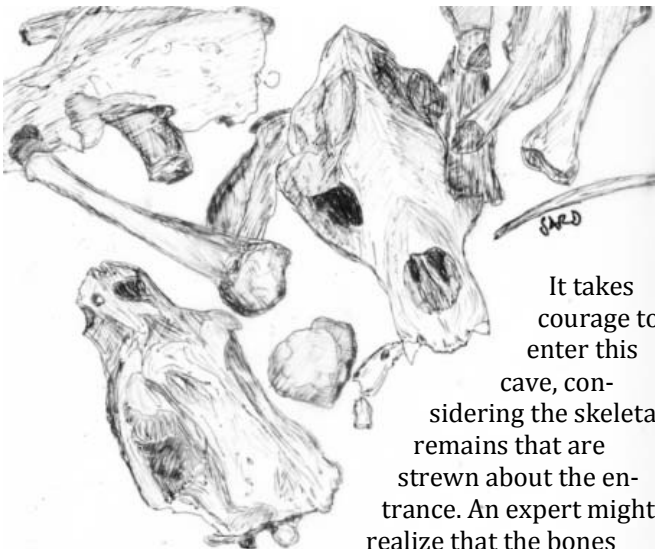
The Caves

The Grey Rock is riddled with more than a dozen caves, clefts, and sinkholes. Only a few of particular interest are indicated on the map.

Painted Bear Cave

Finding the entrance to this cave is difficult. It appears to be nothing more than a tall vertical crack, but careful investigation will reveal the gap that allows access. The cave features paintings of extraordinary vividness and virtuosity – highly imaginative, and difficult to comprehend. The Mimeyi-Gozyda have performed rituals in this cave for centuries, but do not claim to have created the Paintings

Old Bones Cave



It takes courage to enter this cave, considering the skeletal remains that are strewn about the entrance. An expert might realize that the bones

come from a variety of beasts, including black bears. The entrance is a large open hole in the scarp, easily accessible to animals as well as explorers.

The Small Cave

Small, weathered steps carved into the sheer sandstone cliff lead to this cave. Its sheltered entrance provides an excellent view of the woods to the east. Inside are middens, ashheaps, and other proof of frequent occupation.

The Bleeding Cave

It's a dangerous climb from the bottom of the eastern cleft to the entrance of this cave. The stone around the entrance is streaked with red, and seems to bleed with

every rain. The effect is caused by a small but rich iron ore deposit, which might have been exploited at one time, perhaps by Khuzdul.

High Mouth

The entrance to this cave is a yawning chasm set high between the two central pillars. Eerie noises emanate from the cave when the wind passes over it, the sound is often loud enough to be heard almost from the river. The entrance is a two-foot wide crack about eight feet above the base of the eastern pinnacle. It leads to a vertical shaft, which acts like an enormous organ pipe.

Rock Creek Spring

This unusual fountain bubbles from a 3 foot long crack, and the crevice through which it cascades to the base is home to a variety of rare plants. The spring often runs dry in the summer.

The Watercave

While this cave is easily accessible, it is also inconspicuous and often missed by casual explorers. The approach to the cave is a broad, flat basin, which slopes steeply down just before the cave entrance.

(1) Entrance

Damp and slick except in the hottest summer months, the entrance is a steep stone ramp leading to (2).

(2) First Cavern

The floor is uneven, and the ceiling averages about 9'. The walls and ceiling are perforated with countless small nooks and tunnels, most of which are dead ends.

(3) Spring

A series of steps leads down from (2) to (4). Water pours from a fissure in the ceiling, in a flow ranging from a scant dripping in dry months to a wall of water. The sandstone above the spring acts as an enormous sponge, soaking up rainwater. The water is slowly channeled to this spot by a layer of impermeable stone. It can take the water several weeks to percolate to this spring. The floor is very slippery, with large puddles on every step.

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(4) Cleft

The rill disappears into a cleft, eventually emerging as the Rock Creek Spring. The cavern is similar in character to area (2), but with a lower ceiling.

(5) Ramp

A steep ramp connects area (4) and (6).

(6) Low Cavern

The ceiling of this cavern ranges from 3' to 6', and has a similarly uneven floor. It is very difficult to negotiate without hitting the head a few times.

(7) Upper Cavern

The floor of this cavern slopes slightly towards (8).

(8) Sinkhole

The sinkhole is choked with stone debris.

(9) Shrinking Cavern

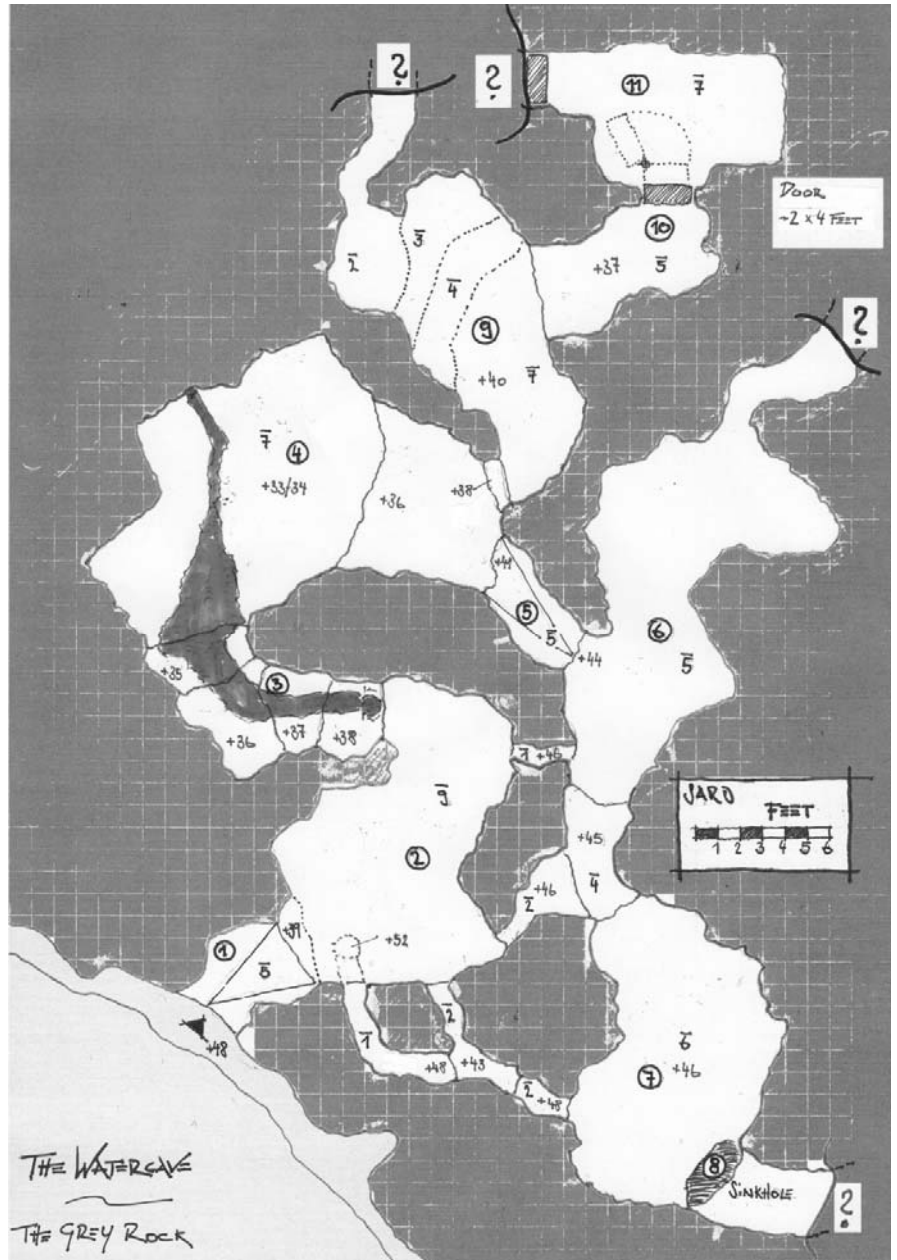
To reach from end to end of this cavern requires crawling on ones belly, as the ceiling descends towards the floor.

(10) Dead End

This shelf appears to be a dead end.

(11) Khuzan Outpost

At the GM's discretion, there may be evidence of an abandoned Khuzan outpost here.



Inhabitants

A variety of dangerous and interesting creatures might be found in the Water Cave. The cave could be an excellent hideout for bandits or outlaws, including barbarians outcasts. The First Cavern could host a large predator such as a bear. Many kinds of Ivashu would be appropriate denizens, including Hru, Nolah, and Vlasta. And while gargun are rare this far from their usual mountain haunts, it's not impossible that a few have made it here.