

Map Notes for Helinesa Underground Caves

Below the ground of Helinesa, and indeed much of Spiros Isle, lurks a dim underworld of caverns, tunnels, shafts, and even some 'man'-made structures. Herein dwell fearsome monsters such as primeval wyrms, the final metamorphosis of the Draconian (lizardmen) kin, gigantic cave beetles and venomous snakes and spiders.

But humans, Davarin (dwarves) and Grim (orc-kin) have also made their mark.

From the basements of both Inn and Lighthouse basements, ladders lead down to some caverns and a tunnel system that runs from Inn to Lighthouse and then to a sea-cave opening onto a little beach east of the lighthouse where the 'Dancing Princess' awaits to be loaded with contraband. Several scuffles between the smugglers has left some debris around, and the body of Rev Thalios' predecessor, who mysteriously 'disappeared' and whose remains were never found, lies scattered in these tunnels – a grim reminder that the smugglers will kill to keep their secret safe.

The cave system presents several cracks too small for humans to pass through, although smaller animals – rodents, insects and slithering snakes – can and do. These fissures open into other caverns – one a final resting place of a dragon killed by a rockfall, another the 'home' of a wyrm and her young draconian brood, other the lairs of giant rats and spiders, even snakes.

The floors are coated with lichen and various forms of fungi – not all safe to eat.

At two places, one in the south west, the other in the south-east, are Grim outposts to keep out unwanted 'guests' from their claimed underground realm. Two tribes, the Slashers and Mashers who periodically slash and mash each other.

Finally, unknown to any, but referenced in a tome in the Abbot's library at the Monastery is the fabled tomb of the Davarin Lord who founded the Davarin realm on Spiros, and whose grandson was so cruelly slain by the invading brethren of Holy Spiros. The tome tells of untold riches, and a sumptuous chamber where the Lord lies in splendour in his sarcophagus. Confusing references give a number of possible locations across Spiros – Helinesa is just one. One of the tasks given to Rev Thalios was to find this tomb if it existed here. Fortunately, he has not uncovered it. The only reasonable entrance is through the hidden entrance of a sea cave under the piers of the small harbour.

And the underground system does not end there, but continues south and south-west to other areas of the island, meeting up with the fabulous mines of the Davarin Lords.