

Map notes for Helinesa Village

Resources: CC3+, CD3+, DD3+, SS4. Mixture of styles.

No annuals or CSUAC/Vintyri/Dundjinni required!

Acknowledgements

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Description

Helinesa is a small village (pop 153) on the north-east coast of Spiros Isle, about 17 miles from the monastery by road/track, ie 5 hours walk, 2 hours by wagon, faster by horse.

It is a small fishing village, and also does some lumber work, though the wood is not particularly useful for anything apart from basic building. Smuggling of goods out of the Isle is also carried out by a few daring families, who see fit to quietly defy the Monastery's iron grip on the economy of the island.

The main points of interest are:

1. Lighthouse
2. Inn of the Drunken Sailor – the centre of community gatherings and gossip. The innkeeper is Helenos Bardike.
3. Church of Holy Spiros – not very well attended
4. Fish Co-op
5. Mayor's residence – Iraklion Hedife, a very self important, but lazy man.
6. Chandlery
7. Butcher
8. Bakery
9. Lumber Mill
10. Crone Hecuba's cottage – the local herbalist and make-do surgeon.
11. Netmaker
12. Boatbuilder
13. Cemetery – the mausoleum is for the Perikle family.

The Smuggling Operation

This involves primarily two families – the Gorgias (the boat-builder) and the Lysandras (the Chandler). The Lighthouse keeper, Iohanin Perikle, also aids and abets them by giving them access to the cellar below the actual lighthouse, which via a tunnel, leads to a cave where the goods are stored, and opens onto the beach to the right of the lighthouse (this operation occurs at night, naturally). The Gorgias and Lysandras jointly own the 'Dancing Princess', the swift boat seen on the right top corner of the map. From the cave where the goods are stored, the men and women of the two families transfer the goods to the Dancing princess, which takes it mainly to Stomphe in the Irisian City States, or Aladousis. They steer clear of involvement with Helmonte due to the very mercurial nature of the Tyrant King there. The return to the village is great in gold and foodstuffs not normally able to be obtained on Spiros. The smuggled goods come from all over the island except of course the Monastery and the village closest to it, Diastrazo.

The two main forces that must be reckoned with as opponents of any 'rebellion' against the Monastery's edicts are firstly, Rev Thalios Konstian, the resident priest of the Church of Holy Spiros, a dour, spiteful cleric. Secondly is the Mayor, Iraklion Hedife, who owes his position to the Monastery authorities. Unlike the priest, he only takes action when he cannot ignore ill goings-on, whereas the priest actively sniffs out evidence, He suspects, but cannot get enough hard evidence to convict and hang the smugglers – they on the other hand treat thwarting Rev Thalios as a great game.

The rest of the villagers are either indifferent, or supportive, so long as they do not have to make a stand. There are NO informers to the fairly well disliked priest.