

Spiros Monastery Environs Map Notes

The Monastery Community consists of the Monastery proper ruled by Lord Abbot Gregory Nazienses (see map of next level) and surrounding houses and businesses, designed to both support the Monastery and provide export income. In return, the Monastery provides security behind its well fortified walls, and free lodging with meals at a very low tariff. However, the monks run everything – the hostel, the cider manufactory, even the abattoir. Villages outside the monastery walls provide manpower for herding, picking the apple and pear crop, working in the abattoir, hostel and cider factory. There is also a carpenter and craftsman (who manufactures beautiful furniture from the *aridna* wood harvested by the villagers of Paraitege) and a blacksmith (probably the only one who is actually independent of Monastery authority, though he doesn't care to test it far).

A ship docks at the pier on the beach about once a fortnight – it's all hands to the deck then.

The goods from all around the island are stored in the big warehouse, then transported to a waiting area in the caves below the monastery, and from there is transported – by foot – through the cave entrance just to the east of the thundering Spiros Falls to the waiting ships, Usually a third leg is required by loading small boats and rowing to the ships anchored offshore – the bay is a little too shallow for bigger ships from the Irisian City States, with whom Spiros does most of its trade. Trade with Helmonte is forbidden, and movement of goods out of Spiros except by the Monastery is forbidden – tell that to the people of Helinesa!

The monks are very strict and generally humourless, though most people regard them as basically good men, albeit very controlling. An example of a more subtle control method is the refusal to educate the populace unless they become celibate brothers. This is so no one outside the monastery walls can read the lading bills or check any accounts. There is the whiff of resentment with rumours of large sums of money being kept in the Monastery coffers and never making its way to the general populace.

Initially, the monks were driven out of the Leondar Imperium for their puritanical and intolerant ways, and refusal to acknowledge the old Gods. When they arrived here 65 years ago, they found a small community of humans and davarin coexisting under the lordship of a davarin jarl. Ruthlessly, the monks slaughtered all Davarin ('subhuman vermin'), destroyed all structures dedicated to the old Gods ('pagan evil'), and indeed built their monastery on the remains of a Temple to Hephaestos.

Are these monks good but misguided, or something else instead?