

Spiros Isle

Monastery of Holy Spiros

This institution will be further detailed in the map of that building complex. Suffice it to say that the Lord Abbot Gregory Nazienses and his 80 monks and 50 laymen run an economic autocracy over the whole isle (though a few rebellious families in Paraitege and Helinesa defy him covertly). Whether they are just benign autocrats, or something more sinister will be revealed later (no marks for guessing the correct answer).

Villages

1. Aretizo (SW coast) – pop 350. A fishing village, especially around the Iamexos Reefs where a special fish, the *garum*, is used to make a delicious fishpaste, manufactured at the Monastery, and exported to the Irisian City States and beyond.
2. Paraitege (centre) – pop 250, A lumber town, exporting its finished timber (especially the beautiful mahogany-like wood, called *aridna* found here) to the Monastery, which manufactures beautiful furniture much in demand in the City States.
3. Diastrazo (SE coast) – 400 pop. This is the main farming village (apart from the monastery), and specializes in various ciders from their extensive orchards. Also, goat milk and cheese is made here and at the Monastery, which also exports them far and wide.
4. Helinesa (NE coast) – pop 150. This 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.

Other Structures

1. Orestes Ruins (NW coast) – these were the castle and outbuildings of the former lords of the island – Davarin (dwarf) from the Davarin fasthold of Kal Karadol on the mainland. The initial settlers from the Leondar Imperium fought many battles against the arrogant Davarin, and finished up exterminating them 65 years ago.
2. Pan's Henge (west central) – a 'deserted' sacred place of worship for the Davarin, who worshipped the same Gods as the Irisian City States still do. Use of the shrine is completely forbidden; nevertheless, some rebellious souls from both Helinesa and Paraitege hold monthly moon rites there under cover of night.
3. Tombs of the Dwarf-Lords (central) – this was reputed to be the last resting place of the Davarin lords. It is feared by all. In fact, it was the main mines of the island, especially for silver. It is now inhabited by various monsters, and a tribe of vicious Grim (orcs) numbering about 50.
4. Road running south to north (Old North Track) – this road, or actually a dirt track, (especially from Paraitege to Helinesa) is beset by wild animals such as wolves and bears, and also ambushes by the Grim tribe of the Doomslayers.

5. Road running SE to SW (Coast Rd) – this beaten dirt road is fairly well maintained, and carries wagons full of *garum* to the Monastery, and returns with manufactured goods in return.

Natural Features

1. Paraitege Hills (central) – these are rather rugged, windswept rocky hills, with copses of the valuable *aridna* trees in the hollows. Large vicious feral cats roam here – woe betide the lone straggler in the lumber foraging parties.
2. Faros Downs (north central) – gentler, somewhat wooded hills, with much wild game for the taking (and the villagers of Paraitege and Helinesa do just that, thank you)
3. Sarpedon Creek (central and SE) – the main watercourse on the island, with trout and salmon (and bears who fish for the salmon, and are quite happy to partake of the odd person or two!). It flows into the Pitakos marsh, then reforms as it exits to the southeast, making its way to the Monastery, then the falls and the coast.
4. Spiros Falls (SE coast) – the Sarpedon Creek exits the Monastery grounds, and gushes over the cliffs to the beach below. The falls cloak the entrance to a spacious cavern, which the monks use to transport goods from the Monastery above to jetties at the mouth of the Sarpedon, and from there to ships carrying their wares to all ports in Artemisia.
5. Lycoson Forest (NW corner) – a particularly dark forbidding forest housing more than its fair share of dangerous denizens and stinging insects like hornets and wasps. However, the timber here is fine, and there are also delicious truffles.
6. Archnesa Woods (Central east) – a beautiful, almost enchanted wood. It is the home of a few (5) Aeifa (elves) who make this forest their home, but have no permanent abode, just living in a very natural (yes, I mean nude) state.
7. Pitakos Marsh (south central) – a small draconian family ekes out an existence here, but one has already begun the Chrysalis stage which in several years will transform into a dragon – then let the Monastery beware. The monks of course know nothing of this or the biological cycle of draconians and Dragons.
8. Iamexos Reefs (SW ocean) – a rather dangerous reef, with swift currents at the turn of the tide. Only the experienced Aretizo fishermen brave these waters, and then only because of the precious *garum*. Needless to say, there have been a few shipwrecks here, some reputed to have carried treasure (they would say that, of course)