

# Iaras

<b>Great City</b>	
<b>Leader</b>	<a href="#">Vaeloria Aralumera</a>
<b>Government</b>	Monarchy with advisory parliament
<b>Primary Demographic</b>	Elves, Beastkin, Halflings, Faeriefolk, Arachnae
<b>Area</b>	<a href="#">Elderwood Forest</a>
<b>Aliases</b>	The Canopy Realm, The City of Leaves, Arbia's Refuge
<b>Touchstones</b>	Lothlórien (LotR), Bright Tree Village (Star Wars), Deku Tree (Legend of Zelda)

Iaras lies hidden among the crowns of the [Elderwood Forest](#), a city interwoven with colossal living trees known as Elderwoods. Founded by [Arbia](#), Goddess of Plants, Iaras is considered sacred not only by her followers but also by the protectors of nature, the [Treat's Roots](#). Breezes shaped by [Farore](#) move through its halls, blessing the trees with constant renewal.

## Background

### Founding and Legends

The Elderwood Forest was once sparse and young. When Arbia settled here, she planted a single seed upon a convergence of powerful ley lines. Through divine nurturing it grew into **Eldarhéneth**, the First Elderwood — a tree so vast that its roots and branches reshaped the surrounding land.

More Elderwoods grew in its wake, forming a communal forest. Each Elderwood is as large as a forest in its own right. The roots of the Elderwoods intertwine in the depths, sharing lifeforce and suggesting they are parts of a single, living organism.

Iaras grew naturally among these trees, becoming a sanctuary-city where people and nature live as one.

### Architecture

Iaras is built across three vertical realms of the Elderwoods:

**The Canopy:** Suspended bridges called **Handshakes** connect enormous branches. Elven homes, faeriefolk nests, and lookout posts sit among the leaves. The Temple of [Farore](#) stands here, open to the winds.

**The Trunks:** The Elderwoods are hollow yet immensely strong. Chambers carved inside them form living halls, sunlit through natural skylights. The Temple of [Arbia](#) lies within the trunk of Eldarhéneth.

**The Roots:** A vast cavern extends beneath the forest where glowing roots stretch outward. Halflings, Arachnae, Fungril, and other root-dwelling peoples build homes along floating root clusters. Light descends naturally through fiber-like channels in the wood.

## Culture and Faith

Iaras's culture balances serenity with playful freedom. Children are encouraged to explore wildly, and beastkin often help raise them. Adults turn to quieter activities such as druidic practice, crafting, politics, or tending to nature.

Nature is treated with great respect:

- littering or vandalizing flora is heavily condemned
- hunting is honored as part of the cycle of life
- loud metal machinery and open flames are discouraged

## Festivals and Traditions

- **Spring Bloom:**

Honors [Arbia](#) as new growth spreads across the Elderwoods.

- **Festival of Winds (Early Autumn):**

Elderwoods shed their leaves. Citizens gather fallen leaves into massive piles for children (and nightly adult gatherings). Celebrates renewal and the winds of [Farore](#).

- **Verdant Celebration (Midwinter):**

A feast honoring the Verdant Monarch. Concludes with the rising of luminous insects similar to fireflies.

## Local Customs and Etiquette

- Visitors are welcome but commonly guided by the [Order of the Sages](#).
- Visitors from [Borunoa](#) are closely watched due to tensions.
- Staying on designated paths and respecting flora is mandatory.
- Burning wood is avoided except in ritual contexts.

## Government and Power

### Factions

All major factions have a presence in Iaras. The most influential are:

- [The Treant's Roots](#)
- [Order of the Sages](#)
- [Shadows of Spefur](#)
- [The Explorer's Guild](#)
- [The Beholders](#)
- [Lanista Gladiatoria](#) (small presence)

## Laws and Defense

Iaras is a monarchy. The current ruler is:

**Verdant Queen Vaeloria Araluméra**, descendant of Arbia's sacred line.

She is supported by an advisory parliament divided between:

- **Elven Traditionalists** (preservation-focused)
- **Non-Elven Reformists** (innovation-focused)

Political debates are frequent and lively. A common saying in Iaras is: \*"The Verdant Queen too lets her children frolic wildly."\*

### Defense is handled by:

- Rangers of the Treant's Roots
- [The Order of the Sages](#)
- [Shadows of Spefur](#)
- [Lanista Gladiatoria](#) when Wild Colossi wander too near

## Economy and Trade

### Exports

- Ironbark lumber
- Rare herbs, medicinal flora, enchanted plants
- Magical seeds and saplings
- Arachnae-woven silk fabrics
- Druidic enchantments

### Imports

- Metal goods from [Rudiana](#)
- Books and scrolls from [Kalzendil](#)
- Sea produce from [Toru](#)
- Desert plants and fruits from [Piam](#)

Iaras is not wealthy in coin but highly self-sufficient, considered the second-strongest city after Kalzendil.

## City Relations

- **Kalzendil:** Respect for The Princess; mild disdain for its nobles.
- **Rudiana:** Rivalry due to ironbark competing with metal alloys.
- **Piam:** Strong alliance; Iaras assists in desert reforestation.
- **Rurua:** Mutual fascination with unique sky-island flora.

- **Toru:** Strong trade partnership in food and produce.
- **Borunoa:** Major friction due to swamp blight. Iaras sends delegations with support from the Order.

## Geography

Iaras spans the ancient [Elderwood Forest](#), composed of countless Elderwoods. Each Elderwood is vast enough to be its own ecosystem.

At the forest's heart rises **Eldarhéneth**, the First Elderwood. It is the spiritual and geographical center of the forest.

The Elderwoods' roots intertwine underground, implying they are parts of a single giant organism planted by Arbia.

## Climate and Environment

- Temperate, warmer than [Kalzendil](#)
- Mild winters
- Sunlit canopy with natural spacing between Elderwoods
- Glowing root caverns lit by natural fiber channels
- Unique flora: healing pollen, wind-burst seeds, bioluminescent blooms

## Travel and Access

Access routes include:

- **Handshakes:** long living bridges between Elderwoods
- **Wind-powered elevators** inside hollow trunks
- **Root gateways** leading into underground dwellings
- **Forest paths** patrolled by rangers
- **Hidden paths** revealed only by druids

Visitors are welcome but closely monitored when necessary, especially those from [Borunoa](#).

Iaras remains one of Aestilon's most beautiful and mysterious cities — a living testament to Arbia's legacy and the harmony of the Elderwoods.

## Notable People

Nothing found

## Notable Features

Page	Blurb	Tags
<a href="#">Eldarhéneth</a>	The First Elderwood, a tree so vast that its roots and branches reshaped the surrounding land.	<a href="#">Tree</a>

From:

<http://3.126.88.211/> - **Aestilon**

Permanent link:

<http://3.126.88.211/geography:settlement:iaras?rev=1763478752>

Last update: **2025/11/18 15:12**

