

# Rudiana

<b>Great City</b>	
<b>Leader</b>	<a href="#">Janetelin Merryforge</a>
<b>Government</b>	Technocracy
<b>Primary Demographic</b>	Dwarves, Gnomes, Clanks
<b>Area</b>	<a href="#">Ogunan Summit</a>
<b>Aliases</b>	Anvil of the Mountains, Forge of the North, Hearthfire of Innovation
<b>Touchstones</b>	Ironforge (WoW), Mines of Moria (LotR)

Hidden deep within the Ognan mountain range near [Mount Ogun](#), Rudiana's forges glow red against the stone, fed by underground lava channels that have burned since the city's founding by the sage [Ignor](#), his legacy endures in every ring of hammer and spark of steel.

## Background

Rudiana is governed by the [Nine Great Clans](#), whose craftsmanship and rivalry define its rhythm. Each clan holds mastery over a different branch of creation — from traditional metalwork to arcane engineering, from experimental alloys to living constructs.

Every four years, the Grand Tournament in the [Rudiana Colosseum](#) determines which clan stands foremost. From among their ranks, a sage is chosen — judged by Craft, Leadership, and Wisdom — to guide the city and serve as arbiter among the clans.

The [Order of the Sages](#) enforces the law and answers directly to this leader, maintaining delicate peace between the [Grandmaster Artisans](#) and the [Merchants Guild](#) who run Rudiana's thriving market.

Built as a single continuous city that bridges [The Surface](#) and [The Underground](#), Rudiana descends through terraces and open shafts where one can glimpse entire layers below. The deepest levels are fortified outposts, defending the miners and excavators who venture out into [The Deeps](#). The things that rise from below defy reason — aberrations whose forms twist logic and stone alike, so access to the lower layers requires special permissions.

## Architecture

Rudiana resembles a living forge. Bridges span vast chasms of glowing rock, and colored stones mark its regions — deep crimson halls for the smiths, azure-veined caverns for the enchanters, pale marble dwellings for the beastkin quarter built from stone traded from [Piam](#). Few cities rival its harmony of function and form.

## Culture and Faith

Rudiana's heart is its forge, and faith burns as varied as the crafts it inspires. Some artisans pray to Ignor before each project, seeking divine guidance. Others see creation itself as the truest devotion — a completed work is a prayer given form. A few turn their reverence to [The Three Goddesses](#),

especially [Din](#), the Flame of Creation. Some, however, serve no god at all, chasing perfection for its own sake.

The city's structure reflects its people: merit-based, layered, and ever-shifting. Clans cluster by craft, while factions maintain their own districts — and the unaligned live where trade and opportunity carry them. The [Merchants](#) fill the markets with color and noise, selling goods from every clan to the surface world.

## Geography

### Festivals and Traditions

- **The Grand Expo** (Mid Spring):

The Grand Expo transforms Rudiana into a living exhibition. Each Great Clan unveils its newest creations, from clockwork marvels to living armors, filling the forges and terraces with light and applause. Diplomats, scholars, and wanderers from across the realm attend, and the celebrations spill out onto the [Great Terrace](#), a vast open space carved from the mountain's far side where large-scale inventions are displayed.

- **The Ember's Silence** (late summer):

At the of the summer is the city's day of rest — a solemn remembrance of the time before fire and forge. Every anvil lies still, and only the quiet hum of molten stone remains. Though simple, it is sacred: a reminder that creation begins in silence.

### Notable Features

Nothing found

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