

# Rudiana

Great City	
<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)

Rudiana rises along the volcanic slopes of [Mount Ogun](#), a city of stone, craft, and innovation carved into the northern [Ogunan Summit](#). Founded by [Ignor](#) — the master craftsman among the [Seven Sages](#) — Rudiana stands as Aestilon's greatest forge, where creation is both a legacy and a living art.

## Background

### Founding and Legends

Rudiana was founded in the aftermath of the Prime Quest, when Ignor sought a place of solitude and purpose. Drawn by the molten fires of Mount Ogun and the rich ores within the mountain's heart, he built the first forge upon the mountainside. From this beginning grew a vast city dedicated to mastery of craft.

Legends say Ignor carved the earliest halls himself, shaping chambers where fire, stone, and metal converged in harmony. Though revered by many as a divine patron of artisans, Ignor is honored not as a distant god but as an ideal — the greatest craftsman to ever live.

The city preserves his legacy through the [Nine Great Clans](#), each tracing its heritage or philosophy back to Ignor's teachings of discipline, mastery, and innovation.

## Architecture

Rudiana resembles a living forge carved through mountain layers. Terraces, caverns, and open shafts reveal entire levels glowing below.

Architectural elements include:

- **Crimson forges and basalt halls** — domains of the master smiths.
- **Azure-veined caverns** — home to enchanters and arcane engineers.
- **Marble-and-granite quarters** — especially in the beastkin district, built from stone traded from [Piam](#).
- **Great support pillars** and stone bridges spanning chasms.
- **Ventilation chimneys**, enchanted vents, and living rock formations regulating airflow and temperature.

Despite its industrial nature, Rudiana's design is remarkably elegant — every arch, beam, and walkway crafted with purpose and pride.

## Culture and Faith

Rudiana's culture is shaped by creation itself. Faith is quieter here than in cities like [Kalzendil](#), expressed more through the act of crafting than through formal worship.

Many artisans offer a brief prayer to Ignor before beginning a project, seeking clarity and steadiness. Others revere [Din](#), Flame of Creation, guided by the influence of the [Triumvirate](#). Yet many citizens worship no deity at all, believing excellence alone is divine.

At the city's heart stands **the Great Forge**, the oldest working forge in Aestilon, fed by a lava channel from Mount Ogun. Though not a temple, it is treated with near-sacred respect.

### Festivals and Traditions

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

Each Great Clan reveals their newest creations — constructs, alloys, engines, enchantments — drawing crowds from across Aestilon. Grand demonstrations often take place on the [Great Terrace](#).

- **The Ember's Silence** (Late Summer):

All forges fall still in remembrance of the age before fire. The quiet hum of molten stone echoes through the caverns, honoring creation's beginnings.

### Local Customs and Etiquette

Rudiana's customs reflect discipline, skill, and mutual respect:

- A tap to the chest is the artisan's greeting — truth of hand and heart.
- Workspaces must remain orderly; clutter is seen as a flaw.
- Gifts are crafted, not bought.
- Boasting is frowned upon unless paired with genuine excellence.

## Government and Power

### Factions

Rudiana is governed by the [Nine Great Clans](#), each dominant in a different craft — forging, mining, engineering, artifice, construction, enchantment, and more.

Other major powers:

- The [Merchants Guild](#), whose support determines a clan's economic strength.
- The [Order of the Sages](#), enforcers of law and mediators of disputes.
- Independent artisans, minor craft houses, and market factions operating within the city.

## Laws and Defense

Any clan may propose law. If ratified by all Nine, it becomes binding. Clans stand as equals — only the **Sage-Leader**, chosen every eight years during the Grand Tournament in the [Rudiana Colosseum](#), may break ties.

Defense is maintained by:

- The **Ironwatch**, elite warriors wielding Rudiana's finest steel.
- The **Runesmith Guard**, maintainers of enchanted structures and wards.
- The **Deepwardens**, stationed near the fortified tunnels descending toward the [Deeps](#).

The lower-city access points toward the Deeps are heavily defended with towers, rune-locked gates, mechanical traps, and reinforced bridges.

## Economy and Trade

Rudiana is among Aestilon's wealthiest settlements. Its primary exports include:

- High-quality **tools** and **armaments**
- Advanced **metal alloys**
- **Machinery parts** — especially components for zeppelins used by [Rurua](#)
- Refined **ores** and **metals**

Rudiana imports:

- Food and livestock
- Textiles and daily goods
- Exotic materials from cities like [Toru](#) and [Iaras](#)

Mining and forging form the city's foundation, but engineering, artifice, and innovation define its identity.

## City Relations

- **Rurua** — closest ally. Rurua relies heavily on Rudiana's metals to maintain their sky-island machinery and zeppelins.
- **Iaras** — mild rivalry. Iaras' ironbark competes with Rudiana's alloys, reducing their dependence on metal imports.
- **Kalzendil** — a respected partner, especially for trade and diplomacy.
- **Other cities** admire Rudiana's productivity and often envy its wealth.

## Geography

Rudiana is carved into the steep mountains of the [Ogunan Summit](#), beside the molten heart of [Mount Ogun](#). Jagged peaks surround it like iron crowns, and the volcano's plume is visible for leagues.

The city descends in structured tiers:

- Upper terraces overlooking the snowy ranges
- Middle levels glowing with forge-light
- Lower caverns that serve as outposts near the **Deeps**

Massive pillars and reinforced walkways support its sprawling interior chambers.

## Climate and Environment

Because of its vertical design:

- **Upper levels** — cold, windswept, and snowy.
- **Middle levels** — warm from forges and volcanic stone.
- **Lower levels** — cool and stabilised by enchanted stones and natural chill.

Airflow is maintained through:

- Ventilation shafts
- Arcane vents
- Large mushroom farms cultivating air-purifying spores

## Travel and Access

Access to Rudiana is limited by geography:

- A single southward road leads toward the [Aestilon Fields](#) and [Kalzendil](#).
- A mountainside **airdock** accommodates zeppelins and flying beasts.
- Widened tunnels and bridges link the city to mining sites and underground routes.
- Entrances to the **Deeps** are highly restricted and guarded by towers, gates, and magical defenses.

Known as \*the Anvil of the Mountains\*, \*the Forge of the North\*, and \*the Heart of Innovation\*, Rudiana stands as a testament to the endurance, creativity, and mastery of its people.

## Notable Features

Nothing found

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