

# Zamak Clan

Leader
City

## Background

The Zamak Clan was once counted among the [Nine Great Clans](#) of [Rudiana](#), and stood among the most respected of them. The clan was ruled by the Zamak family, whose pater familias held both authority over the clan and its place in Rudiana's government. Around the bloodline gathered a wider household of live-in apprentices, retainers, and craftsmen, many of whom were not family by birth but were nevertheless considered part of the clan's inner life.

What set the Zamak Clan apart from every other great house of Rudiana was not merely wealth, influence, or technical mastery, but monopoly. They alone possessed the knowledge, access, and means to mine and smith [Zamak ore](#), a rare material of extraordinary value for the conduction of soul magic. From this singular craft came their standing, their prestige, and perhaps the first roots of the fear that would one day cling to their name.

Their ancestral mansion and forge-complex stood beyond the safer bounds of Rudiana itself, hidden behind a dangerous mountain passage and built above the only known vein of Zamak ore. There, at the heart of the complex, lay the [Soul Forge](#), the only place known to produce the heat required to soften the ore for extraction and shaping.

## Reputation

In the memory of Rudiana, the Zamak Clan lingers as both marvel and warning.

Their works were widely regarded as mastercraft of the highest order. Even without the unusual properties of Zamak ore, objects wrought by the clan were spoken of as near-legendary in quality. Their tools, arcane implements, and soulbound creations carried a reputation for precision, durability, and beauty beyond the reach of ordinary smiths.

Yet admiration was never the whole of their legacy. The clan's close association with soul magic, and the persistent belief that their craft could touch the boundary between life and death, ensured that reverence was always braided with unease. Many respected them. Many sought their work. Few were entirely comfortable with the implications of what they could create.

## The Works of Zamak

The greatness of the Zamak Clan rested upon a body of craft that no other clan could fully reproduce. Their mastery was not limited to one class of item, but extended across a family of creations bound by the properties of [Zamak ore](#) and the workings of the [Soul Forge](#).

Among the most well-known of these were the **Sentinels of Zamak**: clanks animated through Zamak craft, distinguished from ordinary forms of awakened machinery by the fact that their entire bodies

were made of Zamak ore rather than merely incorporating a Zamak heart. Such creations required highly specialized knowledge and have long since passed into rarity, rumor, or both.

The clan was also known for the making of **Zamak Hearts**, one of the known means through which a clank might be granted life, though the precise knowledge required for such work was never widely understood outside the clan.

Beyond living constructs, the Zamak Clan produced a range of soul-conductive implements. Among these were **staves** of unusual potency, especially prized by those who worked directly with souls, including necromancers; **songbooks** lined with Zamak ore in their bindings, capable of carrying song with unusual force into the soul of the listener; and rare soulbound items created through the use of **Zamak chips**, tiny fragments of worked ore melted into steel.

For more on the material itself, see [Zamak Ore](#).

## The Soul Forge

The [Soul Forge](#) was created by the Zamak Clan above the only known vein of Zamak ore. More than a workshop, it was the material and symbolic heart of the clan's power.

Zamak ore requires immense heat to soften before it can be broken and shaped. The Soul Forge was the only known forge capable of producing the necessary conditions in a controlled and repeatable manner, which meant that access to the ore itself, let alone mastery over it, remained inseparable from Zamak authority.

The forge was not open even to Rudiana at large. Access to it was tightly bound to the clan, and in later years became more restricted still. Today, it is known to be closed. Among the few details that have survived the clan's destruction, one endures with unusual persistence: only the blood of Zamak can open it.

## Trade and External Houses

Though the Zamak Clan held sole control over the smithing of Zamak ore, their influence did not end at Rudiana's walls. Two outside houses were granted exclusive rights in relation to Zamak products, making them the only known non-Zamak groups with privileged access to the clan's works.

One such house stood in [Kalzendil](#), where a merchant family maintained these rights until it was destroyed in the same dark turn of history that erased the Zamak Clan from power. The other was House Blackwood of [Iaras](#), whose connection to the clan endured far longer and whose survival has long invited quiet speculation.

## History

For generations, the Zamak Clan held one of Rudiana's nine great seats and exercised real influence over the city's direction. Their authority rested not only on political standing, but on the unmatched value of their craft. So long as Zamak ore remained theirs to mine and shape, no rival clan could fully imitate what they brought into the world.

That age ended roughly one hundred and eighty years ago, when the clan disappeared from power under violent and still-obscure circumstances. Most surviving accounts speak only of a struggle too dangerous to name plainly. What is clear is that the Zamak Clan did not simply fade. Their fall was abrupt, devastating, and followed by a thinning of records severe enough to suggest that memory itself was meant to be wounded.

In the generations since, references to the clan have become strangely sparse. Outside of inherited rumor, passing mention, and a few surviving works, many traces of them have vanished from the public record. Even in Rudiana, where one might expect their memory to endure more strongly, the subject is often met with caution, discomfort, or silence.

## Aftermath

In the years following the clan's destruction, [Pharos Pharao](#) — a young apprentice of the clan and the only known survivor — is said to have remained at the ancestral mansion for a long time, maintaining it in quiet isolation. Though not of Zamak blood himself, he kept watch over the place as though preserving the last threshold of a vanished age.

The Soul Forge itself was closed, and has remained so ever since. The knowledge of its location survives among a select few, but access to its inner workings does not. With the forge sealed, the practical use of the Zamak vein ended with it.

Today, Pharos is widely believed to be missing.

## Legacy

The Zamak Clan's absence left more than an empty seat among the Great Clans. It left a wound in Rudiana's history.

Their surviving works remain objects of fascination, prestige, and unease. Their methods have never been fully recovered. Their forge remains sealed. Their bloodline is believed lost. And yet, the name Zamak has not disappeared entirely. It persists wherever masterwork and soulcraft are spoken of in the same breath, and wherever old powers are remembered not as dead, but as waiting.

## Goals

\* Mastery of craft through the Soul Forge and [Zamak ore](#). \* Preservation of the clan's knowledge, works, and legacy. \* Stewardship of one of Rudiana's great seats and the duties that came with it.

## Notable Members

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<a href="#">Rufus of Cantanagia II</a>
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<a href="#">Urmi</a>
<a href="#">Vaeloria Aralumera</a>
<a href="#">Vulmon Lancynel</a>
<a href="#">Will An</a>
<a href="#">Yarbul Bramblewood</a>
<a href="#">Cobalt</a>
<a href="#">Nabih</a>
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