

Gracklstugh

GRACKLSTUGH

DROW CITY OF STONE, SLAVES AND FIRE



LOCATION INFO

TYPE: Underdark City (Drow)

CLIMATE: Underdark (cool, humid, smoky)

CONDITIONS: Dim light, industrial, oppressive

REGION: Darklake District, Underdark

ELEVATION: Multi-level (terraces, bridges, depths)

KEY FEATURES

- Massive stone architecture
- Built around lava flows and forges
- Darklake docks and waterways
- Slave labour and industrial activity
- Drow rule and heavy military presence
- Multi-level city carved into cavern walls
- Trade, metalworking and fungal markets
- Bridges, lifts and deep vertical drops

THE FORGE DISTRICT



DARKLAKE DOCKS



MARKET / TRADE AREA



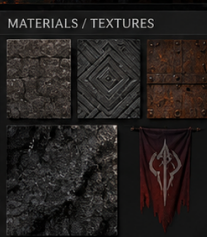
CIVIL / RESIDENTIAL AREA



CITY MAP (ARTISTIC REFERENCE)



MATERIALS / TEXTURES



COLOR PALETTE



GRACKLSTUGH

DWARVEN CITY IN THE DEEP

A vast subterranean dwarven stronghold built into a massive cavern system beside the Darklake. Gracklstugh is a self-sufficient industrial city of forges, trade, slavery and ruthless politics, lit by lava, braziers and reflected underground light.



LOCATION INFO

TYPE: Underdark City (Dwarven)

CLIMATE: Subterranean / Temperate

CONDITIONS: Dark, smoky, industrial

REGION: Darklake

ELEVATION: Multiple Levels (Cliffs & Caverns)

KEY FEATURES

- Massive cavern city built into stone
- Forges, foundries and industrial works
- Darklake docks and trade district
- Markets, slave pens and outposts
- Multi-level bridges, ramps and lifts
- Lava flows and artificial lighting
- Heavy dwarven architecture and statues

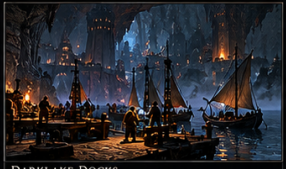
UPPER FOUNDRIES



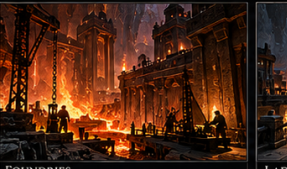
MARKET DISTRICT



DARKLAKE DOCKS



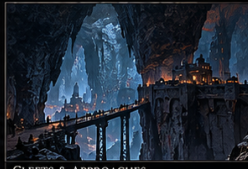
FOUNDRIES



LADUGUER'S FURROW (CENTRAL ROAD)



CLEFTS & APPROACHES



ATMOSPHERE / MOOD



ARCHITECTURAL DETAILS



COLOR PALETTE



