1 - BLACKWATER CITADEL
2 - DOCKS
3 - SLAVE MARKET
4 - HOUSE GAEDRE (MERCHANT CLAN)
5 - CITY GATES
6 - ARENA
7 - MARKET
8 - THE OLD GATE
9 - BARRACKS
10 - THE FLOODED CITY
11 - DWEN'DEL PALACE
12 - ACADEMY OF WAR
13 - ACADEMY OF SORCERY
14 - SEMINARY OF THE DARK MOTHER
15 - HALL OF THE QUEEN (TEMPLE OF LOLTH)
16 - HOUSE CULL'THAINE (NOBLE HOUSE)
17 - HOUSE BALTIRI (MERCHANT CLAN)
18 - HOUSE QUINORRAX (NOBLE HOUSE)
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THE DROW CITY OF VLYN'DARASTYL

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100'

THE DROW CITY OF VLYN'DARASTYL

ABOUT

- Vlyn'darastyl is a drow city on the shore of the Black Loch, a small underground sea. The city's most notable feature is its proximity to the Great Breach, a 300' (100m) wide hole in the ceiling of the cavern leading to the surface sea above.
- While a large waterfall flows through the breach, it is traversible by skilled airship captains. This accessibility has led to the city doing an unusual amount of trade with the surface world.

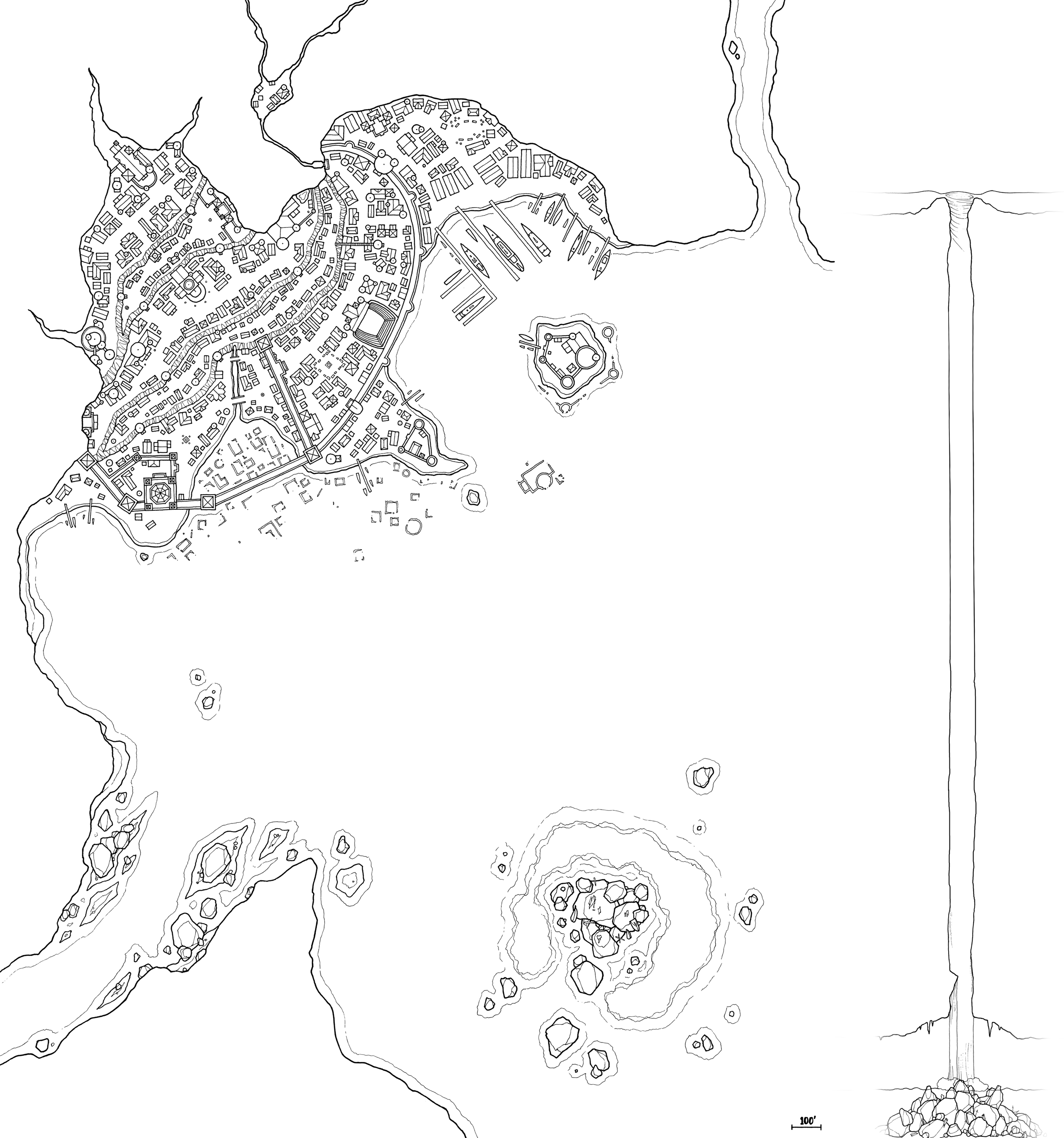
THE GREAT BREACH

- The Great Breach first appeared 600 years ago. No one knows what caused it, except to say that magic was almost certainly involved. It began when an island on the surface disappeared, causing a crack in the earth. As water began flowing through it, the crack grew wider and wider, eventually leaving a 300' wide hole in the earth leading all the way to the Black Loch 2 miles (3km) below.
- Vlyn'darastyl was nearly drowned by the massive inflow of water from the breach. As the hole grew, the water level in the Black Loch continued to rise, engulfing more and more of the city. Inside the city's walls, a tunnel led deeper into the Underdark. A canal was dug to drain the loch into that tunnel. Although quite a bit of the city remained submerged, the water level finally stabilized.
- Further down the tunnel, two duergar cities, an illithid settlement and a smaller drow city were drowned. But the important thing is that Vlyn'darastyl was saved.
- Not wishing to make their presence widely known to surfacers, the mages of Vlyn'darastyl concealed the breach on the surface with illusionary magic, causing the chasm and the vortex swirling around it to appear no different from the waters nearby.
- This has, of course, led to quite a few shipwrecks, as unwary sailors have found their vessels careening through the hole and crashing on the rocks below.
- Some of Vlyn'darastyl's residents make a living sorting through the cargo of these wrecks.
- Inevitably, the existence of the hole was discovered by a few surfacers, who have largely kept it a secret. A number of airship captains make trips through the breach to conduct trade with the city. This can be quite lucrative, as many goods from the surface are quite rare in the Underdark and vice versa.

HISTORY AND OTHER NOTES

- Vlyn'darastyl was not originally founded by the drow, but by the duergar, who called it "Auldbaern." A drow army took the city over 1200 years ago, but a number of dwarven features remain, including the square-towered walls on the city's southwest side and the Dwen'del Palace (11), which means "Dwarven Palace" in the drow language.
- Two duergar statues flanking the Old Gate (8) have been recarved to depict the drow matrons who led the army that conquered the city. While the faces are considered excellent likenesses, their bodies are... unusually stout.
- The Dwen'del Palace is the seat of the city's ruling Council.
- The city has a number of minor noble houses, but the most powerful are House Cull'thaine, House Quinorrax and House Vel'narras. House Baltiri and House Gaedre are the city's largest merchant clans, who have an unusually high degree of influence in the city due to its reliance on trade.
- The Academy of War and the Academy of Sorcery are where young drow are trained to become warriors and mages, respectively. The Seminary of the Dark Mother is where females of high status train to become priestesses of Lolth.
- The city is in the upperdark region of the Underdark, about 2 miles (~3km) below the surface.
- The Blackrun Delta is the mouth of the Blackrun, the river leading through the dwarven city of Brazenthrone's underdark trading outpost.

LEADWATER RIVER
THE BLACK LOCH
THE GREAT BREACH
THE BLACKRUN DELTA
100'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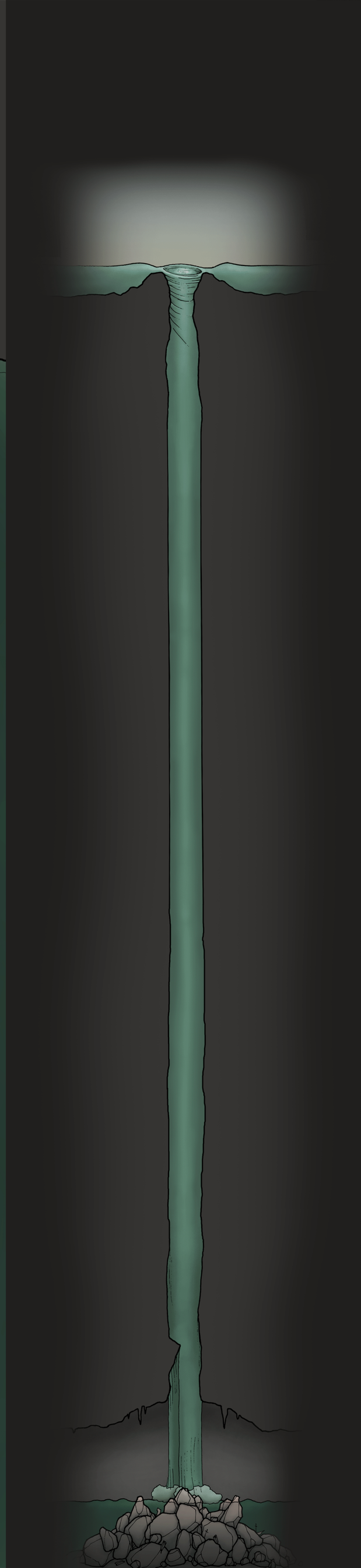

LEADWATER RIVER
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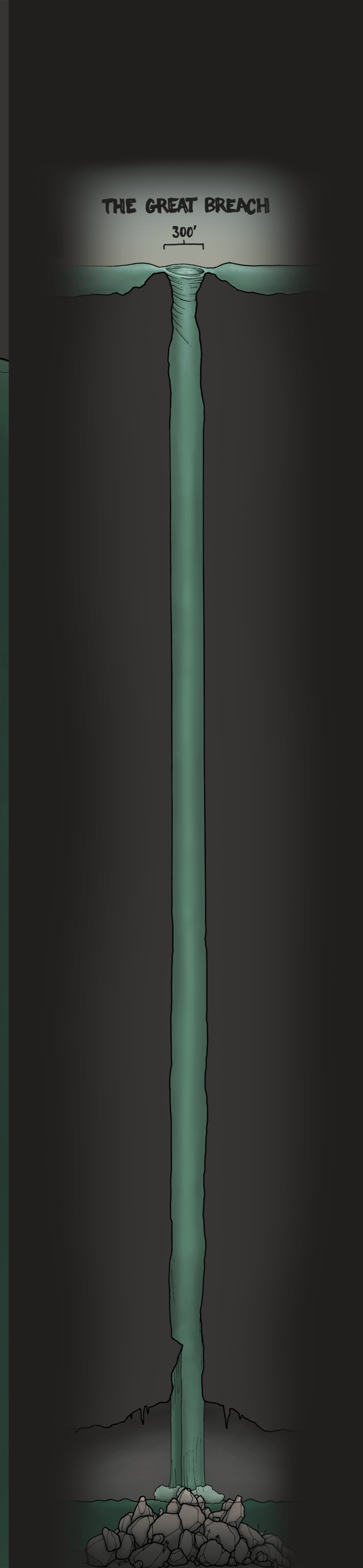
THE GREAT BREACH
300'