

THE RUINS OF GRENDLEROOT

Nestled in a ruin-filled underground cavern, Deepdelver's Enclave is a beacon of light within a mountain filled with darkness and ancient mysteries.

DEEDELVER'S ENCLAVE

Deepdelver's Enclave is situated in a vast cavern, spread along a hundred-foot-high cliff overlooking the ruins of a subterranean city below, once known as Shadowreach. Monsters and intelligent beings alike have long come to Blackclaw, drawn by a mysterious magical power within the mountain. For millennia, those creatures built lairs, keeps, fortresses, villages, and cities in the countless caverns and chambers of the mountain. But then the strange black spires of the Grendleroot erupted from out of the rock. Tearing through stone like the claws of some great beast or the roots of an unnatural weed forged of metal, the Grendleroot collapsed caverns and buried settlements, and the mountain was abandoned. Today, Deepdelver's Enclave is the lone permanent settlement inside Blackclaw. Like all the explorers and adventurers who come to the enclave, you seek to investigate the lost wonders of the mountain, and to uncover the mysteries that still lay buried in its depths.

A SHINING BEACON IN THE DARK

Though they are surrounded by the darkness of the mountain and the threats that lurk within it, the people of Deepdelver's Enclave engage in continual celebration. They celebrate their lives, their friendships, and their love for the mysteries of the mountain. The great cavern surrounding the enclave often echoes with music and cheer, with the lights of the small outpost shining like a beacon in the dark. Though monsters are sometimes attracted to this light and noise, they soon learn the lessons taught by the crossbow bolts, powerful magic, and sturdy shields wielded by the residents of the enclave.

A LOVE OF EXPLORATION

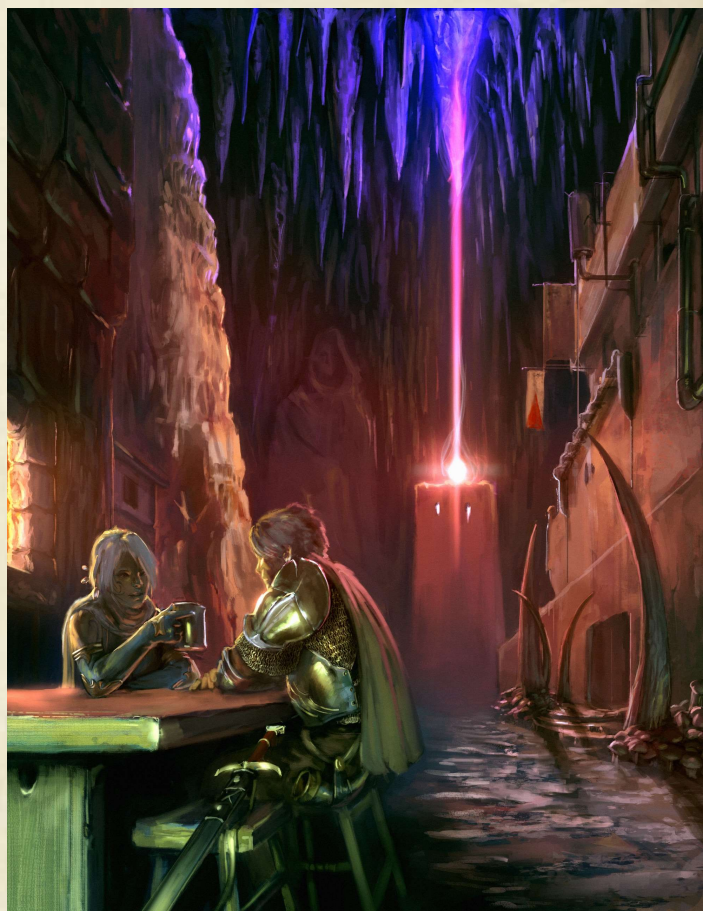
Residents of Deepdelver's Enclave live to explore the depths of the mountain and its endless caverns. They are aware of the dangers of Blackclaw, but refuse to let their fears get in the way of their desire to uncover the mysteries of lost chambers, ancient civilizations, and even more ancient creatures. This philosophy fills all the residents of the enclave—including the many children born and raised here. Youngsters in Deepdelver's Enclave are given much free reign in response to their own wanderlust, and learn at a young age how to face the dangers that lurk in the dark.

THE MANY RACES OF THE ENCLAVE

The people of Deepdelver's Enclave represent explorers of all different origins and backgrounds, and all who travel to the enclave are welcomed equally. This makes the settlement a fine location for characters of nontraditional races, including races from other worlds. While other cities might treat kobolds, goblins, drow, lizardfolk, or duergar with hostility or disdain, the people of the enclave judge everyone on their own merits, treating even the most unusual folk as any other adventurer seeking to explore the mysteries of Blackclaw Mountain.

ADVENTURE AROUND EVERY CORNER

Every part of Deepdelver's Enclave and the surrounding mountain present opportunities for adventure. Mysterious relics, ancient frescoes, and howling rifts descending into the unknown are scattered throughout the caverns of Blackclaw, and the explorers of Deepdelver's Enclave spend their whole lives uncovering those endless mysteries. Every ruin has a story to tell. Every locked chest contains a mystery to uncover. Adventure lies everywhere.



A MELTING POT OF PEACEFUL COOPERATION

Deepdelver's Enclave has no set laws or organizational hierarchy. Instead, the enclave's tight-knit population of adventurers, explorers, and merchants of all cultures and races take care of each other, working together to keep threats to their peaceful existence at bay. Merchants hire mercenaries to protect their interests, but those mercenaries are equally quick to protect their patrons' neighbors, knowing that those neighbors would do the same for them.

SURROUNDED BY MYSTERY

The black spires of the Grendleroot are a constant reminder of the mysterious power in the mountain's depths. The coming of the Grendleroot sundered lairs, dens, crypts, temples, and entire cities within the mountain. The spires shattered rock and steel like eggshell, exposing cracks throughout Blackclaw that have since led to even more mysteries. The residents of Deepdelver's Enclave live with the strange spires all around them, never certain whether the Grendleroot is truly sleeping or if it will awaken once again.

THE ADVENTURER'S GUILD

Many aspiring new adventurers come to Deepdelver's Enclave after hearing of the riches and adventure to be had in the mountains depths or after seeing some of the promotional material from the local Adventuring registrar known colloquially as "*The Fangs*" and was founded by the dwarf known as **Bailon the Beardless**. To come to Deepdelver's Enclave means to come and join the Fangs ranks.

Credit: Wayne Reynolds

THE DRAGON'S FANG'S

Three interlocked, round-walled, three-story buildings form the Dragon's Fangs, the common house of Deepdelver's Enclave and the residence of Bailon the Beardless. A pair of black spires juts up and out of the ground beside the buildings, connected to a worked stone wall. A huge armored carapace hangs from the spires above an open gate leading into a courtyard beyond—some great monstrosity that resembles a shark with legs.

