

GRASP OF THE EMERALD CLAW

3.5 TO 5E CONVERSION
GUIDE AND EXPANSION



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Cover: Stefan Keller from pixabay.com, modified by Stuart Broz
Interior Art: Colin Foss, Mariana Ruiz Villarreal, and Stuart Broz.
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INTRODUCTION

I have ever been prone to seek adventure and to investigate and experiment where wiser men would have left well enough alone.

– Edgar Rice Burroughs, *A Princess of Mars*

Grasp of the Emerald Claw was a 3rd edition adventure for 6th-level characters published to complete the storyline begun in “[The Forgotten Forge](#)” and continued in [Shadows of the Last War](#) and [Whispers of the Vampire's Blade](#). Expansion and conversion guides for all of these adventures are available on the DM's Guild at the locations linked above. This guide brings *Grasp of the Emerald Claw* up to date for 5th edition and adds additional context and scenes to add depth to the adventure. To use this guide, you will need a copy of the original published adventure, *Eberron: Rising from the Last War* (ERLW) or [The Wayfinder's Guide to Eberron](#) are also recommended, as is the *Monster Manual* (MM). [City of Stormreach](#), a book published for third edition, also contains a great deal of useful supplementary information.

Use of this conversion requires the original adventure, [Grasp of the Emerald Claw](#).

OVERVIEW

In previous adventures, the PCs have clashed with the Emerald Claw and the Lord of Blades over pieces of an ancient creation pattern. Now, Merrix d'Cannith knows that the Emerald Claw has part of the creation pattern. If he wants to see the creation pattern whole, he either needs to get it from them or give them the rest of it. Surprisingly, he chooses the latter, thinking that if they restore the creation pattern, he can acquire it after the fact.

To do this, he tricks Lady Elaydren d'Cannith into thinking she is safeguarding the Cannith-held schemas and notes, while he tips off the Emerald Claw to this. Predictably, they steal it from her, and she enlists the PCs to get it back. From having looked at the notes, she knows that the final piece of the creation pattern is still in Xen'drik and sends the PCs to stop the Emerald Claw from getting it. This leads the PCs to travel via experimental submarine to Stormreach and follow the Emerald Claw into the jungles of Xen'drik on a riverboat. Eventually, they reach the final schema's resting place in ancient giant ruins. After making their way through the ruins, they finally confront Garrow as the creation pattern is completed and achieves a malign sentience. The creation pattern then activates a giant, ancient warforged that it plans to use as its body.

THE XULO PATTERN

The creation pattern coveted by House Cannith, the Lord of Blades, and the Emerald Claw has a name: Xulo. It was created by the giants and used by their elf servants to impart sentience upon magical creations. Eventually, however, it imparted sentience upon itself and became malevolent. Considered dangerous, even by the giants, it was split into four schemas and scattered across Xen'drik until—millennia later—Kedran d'Cannith found three of the four schemas and began uncovering its secrets. Kedran's notes would eventually lead to the creation of sentient warforged by others in House Cannith.

CAST OF NPCs

ALLIES

Lady Elaydren Vown d'Cannith, Dragonmarked researcher for House Cannith. Patron of the PCs.

Captain Byam, gnome captain of experimental submarine in service to House Cannith.

Muroni, elven cleric and scholar of the Draconic Prophecy.

Chinxero, human riverboat captain based in Stormreach.

Quire, halfling riverboat first mate to Chinxero.

ANTAGONISTS

Xulo, Evil, sentient creation pattern. MacGuffin.

Garrow, Changeling Cleric of the Blood of Vol and would-be vampire, Order of the Emerald Claw.

Scimitar, Warforged agent of the Lord of Blades. Currently allied with Garrow.

Surthain, bodak in service to the Order of the Emerald Claw.

Arkaban, mummy in service to the Order of the Emerald Claw.

Gunfarr Lok, human warrior in service to the Order of the Emerald Claw.

MISCELLANEOUS

Provost Kaven, human leader of an expedition from Morgrave University in Stormreach.

Channa Vown d'Cannith, head of House Cannith's operations in Stormreach. Lady Elaydren's cousin.

Jheraan, half-orc priest of the Blood of Vol in Stormreach.

Amoxtli, drow chief of a clan slaughtered the Emerald Claw.

Balmatzoc, drow hunter seeking revenge on the Emerald Claw.

What's going on with the Lord of Blades?

The original adventure has Scimitar, an agent of the Lord of Blades, working with the Emerald Claw, but it provides little reason for this. Also, because Scimitar is a recurring NPC who appeared in *Whispers of the Vampire's Blade*, there is a reasonable chance that Scimitar will have been killed by the PCs before the start of this adventure (although the PCs may not learn her name in either adventure).

This adventure assumes that Scimitar as she appears here is not the same individual as the one appearing in *Whispers of the Vampire's Blade*. If necessary, this can be explained by agents of the Lord of Blades taking on certain names as if they were titles.

The Lord of Blades—possibly due to access to Cannith facilities in the Mourndland—is well aware of the nature of the Xulo pattern and seeks to see it restored. He is happy to have the Emerald Claw do the dangerous work for him, and will seek to recover Xulo once the pieces are put back together. This can lead to an optional ambush by the forces of the Lord of Blades in Stormreach once the PCs complete the main part of the adventure.



HOW TO USE THIS CONVERSION

To get the most benefit out of this conversion, you should read it through with the original adventure before running it. This will allow you to take advantage of places in which the conversion expands upon or clarifies encounters in the original.

ENCOUNTER BALANCING

Encounters in this adventure are generally balanced around a party of 4 6th-level PCs. Each encounter will have an Encounter Balancing section with suggestions on how to increase or decrease the difficulty of an encounter. You may wish to adjust the difficulty of an encounter for a variety of reasons, including the power level, size, or remaining resources of the party or even for pacing considerations.

I. LADY IN DISTRESS

EMPLOYMENT OPPORTUNITY

Background. Gargoyles are featured on page 140 of the *Monster Manual*, though the gargoyle that delivers the message to the PCs is neutral as opposed to chaotic evil. Gargoyles in Eberron are largely native to Droaam, but there is a notable gargoyle presence in Sharn, as they are particularly well-suited to the environs. Many of the gargoyles in Sharn work for House Tharashk or House Vadalis.

TOWN HOUSE 19

Encounter Notes. There are three Karnathi Undead Soldiers (ERLW page 295 reprinted in Appendix A) that have Lady Elaydren cornered. When they notice the PCs, two will turn to face them and hold them off, while the last continues dealing with Elaydren. This undead soldier will focus on Elaydren unless it is damaged by another attacker.

LADY ELAYDREN VOWN D’CANNITH

Medium humanoid (human), neutral

Armor Class 15 (mage armor, 17 with cover)

Hit Points 36 (8d8) (26 current)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	14 (+2)	12 (+1)	18 (+4)

Saving Throws Con +2 Cha +6

Skills Deception +6, History +4, Investigation +4, Persuasion +6

Senses passive Perception 11

Languages Common, Giant, Gnome

Challenge 3 (700xp)

Spellcasting. Elaydren is a 4th level spellcaster. Her spellcasting ability is Charisma (Spell save DC 14, +6 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips (at will): *acid splash*, *friends*, *mage hand*, *message*, *prestidigitation*

1st level (4 slots): *charm person*, *detect magic*, *mage armor*

2nd level (3 slots): *detect thoughts*, *levitate*

Artisan’s Intuition. When Elaydren makes an Intelligence (Arcana) check or an ability check with artisan’s tools, roll 1d4 and add it to the result.

Innate Spellcasting. Elaydren’s innate spellcasting ability is Intelligence. She can innately cast the following spells, requiring no material components:

at will: *mending*

1/day: *magic weapon* (duration of 1 hour without requiring concentration)

ACTIONS

Dagger +1. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Lady Elaydren has already killed one Karnathi Undead Soldier (there were originally four), but she is in dire straits. She

currently has 26 hit points, armor class 17 and access to the *acid splash* cantrip. She is hiding behind a table, which is providing her with half cover (+2 to AC included above). Once she notices the PCs, she will use the Dodge action in order to try to stay alive.

Encounter Balancing. This should be a difficult encounter, but not so difficult that Lady Elaydren is killed. For a weak party, you may wish to replace one of the Karnathi Undead with a ghoul or zombie. For a strong party, you may wish to add a ghoul or zombie in addition to the Karnathi Undead.

TIME IS OF THE ESSENCE

Continuity Notes. Note that if you used the 5e Remix of *Whispers of the Vampire’s Blade*, Elaydren will recognize Garrow’s vampire persona and won’t need to describe him as “a tall, emaciated man with white skin, red eyes, and sharp fangs.”

Encounter Consequences. While it is possible for Lady Elaydren to be killed by the Karnathi undead, this shouldn’t happen. Even if she is reduced to 0 hit points, the PCs should have enough time to stabilize her and provide her with some healing. If she is likely to die without it, you may wish to provide her with a *coward’s pearl* like the one that she had in *Shadows of the Last War*.

If Elaydren is killed, whether due to extremely poor luck or poor choices by the PCs, Merrix could send an agent to recruit the PCs to avenge Elaydren and recover the stolen schemas.

COWARD’S PEARL

Wondrous Item, rare

You can use an action to crush this pearl, destroying it and casting *dimension door*, affecting only yourself. When you do so, mist appears in a 20 foot radius area centering on the point you disappear from. The mist heavily obscures this area for 3 rounds.

II. FROM HERE TO THERE

LAST WORDS FROM ELAYDREN

Encounter Notes. PCs with passive Perception of 15 or more will recognize that Elaydren’s laborers are not affiliated with House Cannith. If a PC notices this, a DC 14 Intelligence (Investigation) check will enable a PC to realize that Elaydren is attempting to hide the attack from House Cannith.

SEA DART

Background. The *Sea Dart* is an experimental vessel that uses a bound elemental without the need for a dragonmarked pilot. Piloting the *Sea Dart*, however, requires special training. An untrained pilot can make an Intelligence (water vehicles) check to perform a maneuver, with a rough directional change being DC 10 and a precise change being DC 15. Unless the pilot has proficiency in either Arcana or knowledge of

the Primordial (or Aquan) language, however, this check is made with disadvantage.

The vessel is not really well-suited for passengers, so it is extremely cramped and only has four beds available to the PCs. If there are more than four PCs who need to sleep, they will need to either share a bed (which is only really an option for Small PCs) or sleep in shifts. Tension may develop with some of the gnome crew members who are uncomfortable sharing the *Sea Dart* with larger folk.

Captain Byam's route goes through Shargon's Teeth. This is a group of islands that lie in between Khorvaire and Xen'drik. While there are some trade routes that pass nearby, the Teeth are notoriously dangerous, both due to frequency of storms in the area and the presence of sahuagin raiders.

CAPTAIN BYAM

Small humanoid (gnome), neutral good

Armor Class 12 (leather armor)

Hit Points 27 (5d6 + 10)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	14 (+2)

Skills Arcana +3, Insight +2, Persuasion +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnomish, Primordial, Sahuagin

Challenge 1/4 (50 xp)

Gnome Cunning. Captain Byam has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

GNOME CREW MEMBER

Small humanoid (gnome), lawful good

Armor Class 13 (leather armor)

Hit Points 26 (4d6 + 12)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	17 (+3)	13 (+1)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Gnomish

Challenge 1/2 (100 xp)

Gnome Cunning. The gnome has advantage on all Intelligence, Wisdom, and Charisma saves against magic.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

DANGER AT SEA

Encounter Notes. Spotting the dire shark requires success on a DC 18 Wisdom (Perception) check. When the shark strikes the *Sea Dart*, the vessel will be flung backwards and those inside it must make a DC 16 Dexterity saving throw, taking 2d6 bashing damage on a failed save or half damage on a successful save. PCs who notice the shark swimming toward the *Sea Dart* can choose to substitute a Strength saving throw for Dexterity by grabbing hold of something sturdy or bracing themselves.

A PC who gets a good look at the shark can make an Intelligence (Nature) or (Animal Handling) check. A PC who gets a 14 or more on this check will realize that the shark is not natural, as it has been magebred using specialized sahuagin techniques.