Beyond the Towers for True20 Adventure Roleplaying

By Robert J. Schwalb

This web enhancement converts all the stat-blocks of the creatures and adversaries found in Beyond the Towers for use with True20. For traps described in the text, simply follow the guidelines described on page 215 of True20 Adventure Roleplaying. Some of the monsters described in this sourcebook are found in True20 Bestiary or in the main rulebook. Rather than repeating this information, just reference the appropriate entries in these books as shown on Table A–1: Adversaries. If you don’t have the True20 Bestiary, replace the monster with one found in the rulebook or just ignore the encounter.

Table A–1: Adversaries

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Traps

You can retain all of the traps and hazards found in Beyond the Towers. Simply refer to the d20 Conversion appendix on page 215 of True20 Adventure Roleplaying. For traps that do not translate well, it’s easiest to just remove them from the adventure altogether.
Creatures and Characters

ABRAHAM STEWART

Type: 5th-level human expert
Size: Medium
Speed: 30 ft.
Abilities: Str −2, Dex +2, Con +0, Int +3, Wis +2, Cha +2
Skills: Concentration 8 (+8), Craft (tools) 8 (+11), Diplomacy 8 (+10), Gather Information 8 (+10), Knowledge (earth sciences) 8 (+11), Knowledge (history) 8 (+14), Knowledge (streetwise) 8 (+11), Knowledge (theology and philosophy) 8 (+11), Medicine 8 (+10), Notice 8 (+10), Search 8 (+11), Survival 8 (+10)
Feats: Connected, Contacts, Dodge Focus, Eidetic Memory, Endurance, Improvised Tools, Iron Will, Skill Focus (Knowledge: History), Skill Mastery (Craft, Medicine, Search, Survival)
Combat: Attack +5 (+2 Dex), Damage −2 (unarmed), −1 (knife), Defense +5 (+2 Dex), Initiative +2
Saving Throws: Toughness +0, Fortitude +1, Reflex +3, Will +8

FRANK

Type: 2nd-level humanoid (2nd-level human expert)
Size: Medium
Speed: 20 ft.
Abilities: Str 0, Dex +2, Con 0, Int +1, Wis 0, Cha −2
Skills: Bluff 5 (+3), Climb 5 (+5), Craft (forgery) 5 (+6), Disable Device 5 (+6), Disguise 5 (+3), Gather Information 5 (+3), Notice 5 (+8), Search 5 (+6), Sleight of Hand 5 (+7), Stealth 5 (+7)
Feats: Contacts, Evasion, Skill Focus (Notice), Sneak Attack, Uncanny Dodge, Weapon Training
Combat: Attack +3 (+2 Dex), Damage +0 (unarmed), +1 (knife), Defense +3 (+2 Dex), Initiative +2
Saving Throws: Toughness +0, Fortitude +0, Reflex +5, Will +0

FUNGAL OGRE

Type: 4th-level plant
Size: Large
Speed: 20 ft.
Abilities: Str +5, Dex −2, Con +2, Int −2, Wis 0, Cha −2
Skills: Climb 4 (+9)
Feats: Attack Focus (greatclub), Great Fortitude, Night Vision 1+1
Traits: darkvision 60 ft., plant immunities, spores, create spawn, fungal metabolism, poisonous blood
Combat: Attack +1 (−2 Dex), +2 (greatclub), Damage +5 (unarmed), +9 (greatclub), +7 (javelin), Defense +0 (−2 Dex, −1 size), Initiative −2
Saving Throws: Toughness +7 (+2 studded leather, +3 natural), Fortitude +8, Reflex −1, Will +1

Poison Spore Cloud (Ex) 1/day, 15-ft.-radius spread, 10 rounds, initial and secondary damage 1 Con. Fortitude DC 14 negates. The save DC is Constitution-based.

Rejuvenation (Ex) While resting and in contact with moist earth, the fungal ogre gains a +4 bonus to Constitution checks made to recover from damage.

Create Spawn (Ex) Creatures slain by Constitution damage from a fungal ogre’s spore cloud rise as zombies in 24 hours. See True20 Adventure Roleplaying page 140 for details.

Fungal Metabolism (Ex) So long as the fungal ogre is in contact with moist earth, it does not need to eat or sleep

Poisonous Blood (Ex) Ingested (such as by a bite attack), Fortitude DC 14, initial damage
1 Str and 1 Dex/secondary damage 2 Str and 2
Dex. The save DC is Constitution-based.

**Glumrock**

**Type:** 3rd-level monstrous humanoid
(reptilian, shapechanger)/1st-level sevren
warrior

**Size:** Medium

**Speed:** 30 ft.

**Abilities:** Str +3, Dex +2, Con +2, Int +1, Wis
+1, Cha 0

**Skills:** Bluff 5 (+5), Disguise 5 (+5), Notice 5
(+6), Sense Motive 0 (+5), Stealth 5 (+7), Survival 5 (+7), Swim 0 (+7)

**Feats:** Dodge Focus, Favored Opponent
(humans), Improved Initiative, Iron Will,
Point Blank Shot, Track, Weapon Training

**Traits:** change shape, darkvision 60 ft., hold
breath, immune to poison, poison, razor claws

**Combat:** Attack +5 (+2 Dex), Damage +4
critical 18–20/–3, claw, +5 (bite), +6
(spear), +4 (dart), Defense +6 (+2 Dex),
Initiative +6

**Saving Throws:** Toughness +10 (+2 studded
leather, +6 natural), Fortitude +5, Reflex +3,
Will +4

**Change Shape (Su)** A sevren can assume
the form of any Medium humanoid.

**Hold Breath (Ex)** A sevren can hold its
breath for a number of rounds equal to ×4 its
Constitution score before it risks drowning
(see **Suffocation** in the **DMG** for details).

**Poison (Ex)** Bloodroot, Injury, Fortitude DC
12, initial damage —/secondary damage 2 Con
and 1 Wis.

**Hatshepsut**

**Type:** 3rd-level human adept/2nd-level
warrior/1st-level expert

**Size:** Medium

**Speed:** 30 ft.

**Abilities:** Str +1, Dex +2, Con +1, Int +2, Wis
+3, Cha +4

**Skills:** Acrobatics 9 (+11), Bluff 9 (+13),
Concentration 9 (+10), Diplomacy 9 (+13),
Jump 9 (+10), Knowledge (history) 6 (+7),
Knowledge (theology and philosophy) 9 (+11),
Notice 6 (+9), Sense Motive 1 (+4)

**Feats:** Body Control, Canny Dodge, Cure,
Dodge Focus, Evasion, Seize Initiative, Mind
over Body, Stunning Attack, Teleport,
Uncanny Dodge

**Combat:** Attack +5 (+2 Dex), Damage +1
(unarmed strike), Defense +9 (+2 Dex, +3
Wis, +1 feat), Initiative +2

**Saving Throws:** Toughness +1, Fortitude
+7, Reflex +5, Will +6

**Hurg**

**Type:** 2nd-level monstrous humanoid
(reptilian, shapechanger)/1st-level sevren
warrior

**Size:** Medium

**Speed:** 30 ft.

**Abilities:** Str +2, Dex +1, Con +1, Int –2, Wis
0, Cha 0

**Skills:** Intimidate 1 (+1), Notice 5 (+8), Sense
Motive 0 (+4), Swim 0 (+6)

**Feats:** All-out Attack, Attack Focus
(greatsword), Improved Initiative, Iron Will,
Light and Heavy Armor Training, Skill Focus
(Notice), Weapon Training

**Traits:** change shape, darkvision 60 ft., hold
breath, immune to poison, poison, razor claws

**Combat:** Attack +4 (+1 Dex), Attack +5
greatsword), Damage +6 (+4/10–20, +3,
greatsword), Damage +3 (18–20, +3, claws),
Damage +4 (bite), Damage +4 (javelin),
Defense +4 (+1 Dex), Initiative +5

**Saving Throws:** Toughness +7 (+6 natural),
Fortitude +2, Reflex +4, Will +5

**Change Shape (Su)** A sevren can assume
the form of any Medium humanoid.

**Hold Breath (Ex)** A sevren can hold its
breath for a number of rounds equal to ×4 its
Constitution score before it risks drowning
(see **Suffocation** in the **DMG** for details).

**Poison (Ex)** Bloodroot, Injury, Fortitude DC
12, initial damage —/secondary damage 2 Con
and 1 Wis.
**KRUNG**

**Type:** 2nd-level monstrous humanoid (reptilian, shapechanger)/2nd-level sevren warrior

**Size:** Medium

**Speed:** 30 ft.

**Abilities:** Str +4, Dex +2, Con +2, Int +2, Wis 0, Cha 0

**Skills:** Bluff 5 (+5), Disguise 7 (+9), Intimidate 7 (+9), Notice 4 (+7), Sense Motive 4 (+8), Swim 5 (+13)

**Feats:** All-out Attack, Attack Focus (sword), Cleave, Iron Will, Light and Heavy Armor Training, Skill Focus (Notice), Tough, Weapon Training

**Traits:** change shape, darkvision 60 ft., hold breath, immune to poison, poison, razor claws

**Combat:** Attack +4 (Dex), Attack +5 (sword), Damage +8 (sword), Damage +5 (claws), Damage +6 (bite), Damage +5 (dart), Defense +6 (+2 Dex), Initiative +2

**Saving Throws:** Toughness +11 (+4 chain, +6 natural), Fortitude +5, Reflex +5, Will +5

**Change Shape (Su)** A sevren can assume the form of any Medium humanoid.

**Hold Breath (Ex)** A sevren can hold its breath for a number of rounds equal to \(4 \times \frac{h}{2}\) its Constitution score before it risks drowning (see Suffocation in the DMG for details).

**Poison (Ex)** Bloodroot, Injury, Fortitude DC 12, initial damage —/secondary damage 2 Con and 1 Wis.

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**LAKULLUS**

**Type:** 3rd-level elf warrior

**Size:** Medium

**Speed:** 30 ft.

**Abilities:** Str +1, Dex +3, Con +2, Int —1, Wis +1, Cha —1

**Skills:** Hide 3 (+6), Knowledge (Life Sciences) 3 (+2), Notice 3 (+6), Move Silently 3 (+6), Search 3 (+4), Survival 5 (+4)

**Feats:** Animal Empathy, Dodge Focus, Endurance, Favored Opponent (reptilian humanoids), Night Vision, Point Blank Shot, Talented (Notice, Search), Track, Weapon Training

**Combat:** Attack +6 (Dex), Damage +1 (unarmed), Damage +4 (sword), Damage +4 (bow), Defense +7 (+3 Dex, +3 studded leather, +1 feat), Initiative +3

**Saving Throws:** Toughness +2, Fortitude +5, Reflex +4, Will +2

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**TYBEN**

**Type:** 3rd-level gnome expert

**Size:** Small

**Speed:** 20 ft.

**Abilities:** Str —1, Dex +2, Con +2, Int +1, Wis —1, Cha +2

**Skills:** Craft (chemical) 0 (+3), Notice 0 (+1), Stealth 0 (+6)

**Feats:** Dodge Focus, Fascinate, Favored Opponent (goblins), Heart Shaping, Inspire, Iron Will, Light Shaping, Night Vision, Sleep, Talented (Craft: chemical, Notice)

**Combat:** Attack +5 (+2 Dex, +1 size), Damage —1 (unarmed), Damage +1 (short sword), Damage +3 (crossbow), Defense +6 (+2 Dex, +1 size, +1 feat), Initiative +2

**Saving Throws:** Toughness +4 (—1 size, +3 studded leather), Fortitude +3, Reflex +5, Will +2

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**WHAILAN**

**Type:** 1st-level ordinary

**Size:** Medium

**Speed:** 30 ft.

**Abilities:** Str +1, Dex +2, Con 0, Int 0, Wis —2, Cha +1

**Skills:** Craft (Boats) 4 (+4), Knowledge (earth sciences) 4 (+4), Notice 4 (+2), Survival 4 (+2), Swim 4 (+5)

**Combat:** Attack +2 (+2 Dex), Damage +1 (unarmed), Damage +4 (spear), Damage +2 (knife), Damage +2 (sling), Defense +2 (+2 Dex), Initiative +2

**Saving Throws:** Toughness +1, Fortitude +0, Reflex +2, Will —2
New Creatures

The following new creatures appear in this adventure.

**CRIMSON HORROR**

**Type:** 2nd-level outsider (vice)

**Size:** Medium

**Speed:** 30 ft.

**Abilities:** Str +3, Dex +0, Con +2, Int +0, Wis +0, Cha +0

**Skills:** Acrobatics 5 (+5), Climb 5 (+8), Intimidate 5 (+5), Jump 5 (+8), Notice 5 (+5), Stealth 5 (+5)

**Feats:** Improved Initiative, Iron Will*, Light and Heavy Armor Training, Weapon Training

**Traits:** damage reduction +2/supernatural, darkvision 60 ft., frightful presence 11, immune to electricity and poison, resistance to acid 4, cold 4, fire 4, supernatural resistance 13

**Combat:** Attack +2 (+0 Dex), Damage +3 (unarmed), Damage +5 (falchion), Damage +5 (gore), Defense +2 (+0 Dex), Initiative +4

**Saving Throws:** Toughness +9 (+7 natural), Fortitude +5, Reflex +3, Will +5

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**SESHECK**

**Type:** 1st-level humanoid (reptilian)

**Size:** Small

**Speed:** 40 ft.

**Abilities:** Str −1, Dex +4, Con 0, Int −2, Wis 0, Cha −2

**Skills:** Notice 4 (+4), Stealth 0 (+8), Swim 0 (+3)

**Feats:** Improved Initiative, Light and Heavy Armor Training, Lightning Reflexes*, Weapon Training

**Traits:** darkvision 60 ft., poison

**Combat:** Attack +5 (+4 Dex, +1 size), Damage −1 (claws), Damage +2 (bow), Defense +5 (+4 Dex, +1 size), Initiative +8

**Saving Throws:** Toughness +0 (−1 size, +1 natural), Fortitude +0 (+2 against poison), Reflex +8, Will +0

**Poison (Ex)** Bloodroot, Injury, Fortitude DC 12, initial damage 0, secondary damage 1 Con and 1 Wis.

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**SEVREN**

**Type:** 2nd-level monstrous humanoid (reptilian, shapechanger)

**Size:** Medium

**Speed:** 30 ft.

**Abilities:** Str +1, Dex +0, Con +1, Int +1, Wis +0, Cha +1

**Skills:** Bluff 5 (+6), Notice 0 (+3), Sense Motive 0 (+4), Swim 0 (+4)

**Feats:** Iron Will*, Light and Heavy Armor Training, Skill Focus (Notice), Weapon Training

**Traits:** change self, darkvision 60 ft., hold breath, immune to poison, poison, razor claws

**Combat:** Attack +2 (+0 Dex), Damage +1 (19–20, +3, claws), Damage +2 (bite), Damage +3 (spear), Damage +1 (dard), Defense +2 (+0 Dex), Initiative +0

**Saving Throws:** Toughness +7 (+6 natural), Fortitude +1, Reflex +3, Will +5

**Skills** Bluff +4, Concentration +4, Disguise +4, Listen +4, Sense Motive +6, Spot +4, Swim +5

**Possessions** combat gear plus longspear, 6 darts

**Poison (Ex)** Bloodroot, Injury, Fortitude DC 12, initial damage 0/secondary damage 1d4 Con and 1d3 Wis.

**Change Shape (Su)** A sevren can assume the form of any Medium humanoid.

**Hold Breath (Ex)** A sevren can hold its breath for a number of rounds equal to ×4 its Constitution score before it risks drowning.
SLITHERING ABOMINATION

Type: 5th-level aberration
Size: Large
Speed: 20 ft., burrow 20 ft., climb 20 ft.
Abilities: Str +4, Dex –2, Con +3, Int –4, Wis 0, Cha –2
Skills: Climb 0 (+12), Notice 0 (+3), Stealth 5
(-1, +7 in rocky areas)
Feats: All-out Attack, Light and Heavy Armor Training, Skill Focus (Notice), Weapon Training
Traits: constrict, darkvision 60 ft., disease, frightful presence 10, immune to disease and poison, light sensitivity

Combat: Attack +0 (–2 Dex, –1 size), Damage +6 (tentacles), Damage +7 (bite), Defense +0 (–2 Dex, –1 size), Initiative –2
Saving Throws: Toughness +13 (+2 size, +8 natural), Fortitude +4, Reflex –1, Will +4

Light Sensitivity (Ex) A slithering abomination is dazzled in bright sunlight or within the radius of a daylight spell.

Constrict (Ex) A slithering abomination deals Damage +6 with a successful grapple check (modifier +11), in addition to damage from its tentacle attack.

Disease (Ex) slime blight—tentacle, Fortitude Difficulty 15, incubation period 1 day, damage 1 Con. The save DC is Constitution-based.