

# Beyond the Towers for True20 Adventure Roleplaying

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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

Monster	Reference
Allip	<i>True20 Bestiary</i> 32
Assassin Vine	<i>True20 Bestiary</i> 34
Centipede, medium	<i>True20 Bestiary</i> 43
Crocodile, giant	<i>True20 Bestiary</i> 47
Ghoul	<i>True20 Bestiary</i> 101
Gnoll	<i>True20 Bestiary</i> 104
Gnome	<i>True20 Bestiary</i> 104
Lizardfolk	<i>True20 Bestiary</i> 120
Ogre	<i>True20 Adventure Roleplaying</i> 137
Orc	<i>True20 Adventure Roleplaying</i> 137
Rat, Dire	<i>True20 Adventure Roleplaying</i> 138
Shocker Lizard	<i>True20 Bestiary</i> 145
Snake, Viper	<i>True20 Adventure Roleplaying</i> 138
Weasel, Dire	<i>True20 Bestiary</i> 51

## 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

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## 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

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## 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

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**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

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1 Str and 1 Dex/secondary damage 2 Str and 2 Dex. The save DC is Constitution-based.

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## 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

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**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  $\times 4$  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.

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## 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

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## 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 (+4/19–20, +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

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**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  $\times 4$  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.

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## 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  $\times 4$  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.

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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 3 (+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 (+3 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

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# 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<sup>B</sup>, 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<sup>B</sup>, 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<sup>B</sup>, 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 (dart), 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 long spear, 6 darts

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**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  $\times 4$  its Constitution score before it risks drowning.

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## 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

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**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.

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