

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

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 $\times 4$ 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.

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 (+4/19–20, +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

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.

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.

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

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

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^B, 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

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^B, 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.

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^B, 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

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.

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.
