

The Ronin Arts “Dozens” Sampler

by Michael Hammes and Philip Reed

Requires the use of the
Dungeons & Dragons®
Player's Handbook



Welcome to *The Ronin Arts “Dozens” Sampler*. The pages of this free PDF are packed with items drawn from Ronin Arts’ *A Dozen . . .* series. You can find all 20+ PDFs in the series at www.rpgnow.com. This sampler has been put together to demonstrate what you can find in a typical *A Dozens . . .* series PDF.

What is the series about?

Often times, people seem unsure of what the series is. They frequently feel it’s little

more than collections of treasure when, in fact, there’s a more useful core design of most releases in the series. While a product like *A Dozen Documents and Papers* may sound a bit dry it is far from boring or a simple collection of treasure. As with most releases in this series, *A Dozen Documents and Papers* is packed with adventure ideas and concepts that can improve your campaign. Consider the boxed entry below (from *A Dozen Documents and Papers*).

Does that item give you any ideas for adventures? What about an adventure in which the PCs must steal the letter of transit from a merchant so that they may crossover

LETTER OF TRANSIT

Appearance: This folded parchment sheet is stored carefully within a small leather case that is held closed with a length of silk rope. The parchment, stamped with the official seal of two separate countries, gives the bearer permission to pass freely between the countries without the necessity to pay border crossing fees, taxes, or other duties.

Appraise Information: DC 15. The exact countries this letter grants permission to travel between will be the decision of the DM. The countries need not be openly warring but they should most certainly be on unfriendly terms.

Value: 20 gp at a minimum. The exact value may fluctuate on a daily basis with the value rising as high as 1,000 gp during times of open warfare. Anyone caught using a letter of transit illegally acquired (or, worse yet, a forgery) is immediately considered a criminal and seized by authorities.

Special Rules: Using a letter of transit can be as simple as showing it to the proper authorities and as difficult as a *Diplomacy* check. Entering or leaving a country during a time of war – at an official point – can be a tense, nerve-wracking encounter; especially if the individual entering or leaving is transporting something illegal. DMs are encouraged to use the idea of border crossing as a way of springing a new trick on the PCs. Imagine the concern and confusion as the PCs find themselves stopped by armed guards who ask for their papers. Identification papers, obviously, could also be introduced into your campaign.

into another country (likely to explore some dungeon or other)? Or, more interestingly, a young woman and her dying father hire the PCs because the two wish to be smuggled into the man’s country of birth so that he may die on his home soil. Unfortunately, the man doesn’t have the necessary papers so the PCs must either forge paperwork or steal a letter of transit. A tense scene as the PCs stand at

the checkpoint as their papers are checked, a score of armed guards watching them for any sign of deception.

We hope you’ll find the material in this free PDF useful in your next game session. And, if you’re in need of more adventure starters, be sure to grab some of the other products in this series. See the end of this PDF for special savings coupons.

The Samples

DRAGOON SIGNAL HORN

Appearance: This small curved brass horn features a large mouthpiece and large opening. It is highly polished and, although it has a small dent and some scratches, appears to be in good shape. A leather cord is wrapped near the mouthpiece and a pair of brass eyelets is attached to the bottom curve of the horn.

Appraise Information: DC 12. Signal horns are a common means of battlefield communication in virtually any army. Signal calls are developed for such commands as “advance”, “retreat”, “charge”, “return”, etc.

This particular horn is crafted in the Valoorn style and, although the specific unit it belonged to cannot be identified as the pennant that once hung from its brass rings is missing, the compact curved shape means that it probably belonged to a dragoons unit (Valoorn cavalry that is equally capable of fighting on horseback or foot).

Value: 10 gp (10 gp for the instrument).

Special Rules: None.

BUILDING MAP

Appearance: This yellowed piece of parchment has been folded several times. Once unfolded, it reveals a carefully drawn and detailed map of a three-story building along with some symbols and notes.

Appraise Information: DC 15. While one can instantly see that this is the map of a building, the question is of which one. Until that fact is discovered, the value is impossible to assess; it could be worth quite a bit or nothing.

Value: 10 gp (10 gp to the Thieves’ Guild; they always appreciate good maps and will have no trouble figuring out the building it belongs to).

Special Rules: The building on the map is the home of one of the city’s most prominent merchants and politicians. The DM is encouraged to have the players discover this through trial-and-error by having them go around the city, or it can be resolved with a Knowledge (local) check (DC 18), which can either point the PCs in right direction (“Let’s see, three stories, obvious private residence, it’s got to be in the Merchants’ Quarter”) or (DC 25) can give them the correct answer outright.

The symbols on the map denote the routes of the guards, and the locations of the traps and valuable items to be found in the house while the notes contain detailed information on the house’s staff, focusing specifically on the guards, and give further information on the kinds of traps and items to be found. How accurate the information is, and who provided it, are unknown.

DEMON CLAWS

Appearance: The fingers of these leather gauntlets, which are secured to the wrist by a leather thong, end in sharp, curved steel claws. Disturbingly, the claws are covered in blood and bits of hair and flesh.

Appraise Information: DC 16. These items are the preferred weapon of the cult known as the Dretch of Klathu. This group of demon worshippers is chiefly known for their sacrificial ceremonies at the height of which worshippers wearing such gauntlets gather about the sacrificial victim(s) and tear them apart.

Value: 5 gp (5 gp for the claws).

Special Rules: Demon claws have the following statistics:

Type: Light exotic weapon

Cost: 5 gp

Damage (S): 1d3

Damage (M): 1d4

Critical: 19-20/x2

Weight: 1 lb. each

Type: Slashing

Wearing demon claws imposes a -4 circumstance penalty to any Dexterity checks involving the use of the hands (i.e. Open Locks).

In lands where the cult is known, possessing or using such an item identifies the owner as a member of the cult. Since the penalty for membership in the cult is almost always death (to be carried out on the spot), adventurers are advised to pick some other sort of souvenir.

STARFALLEN SLIME (CR 5)

This unusual type of slime is brought to the world by meteorite impacts. Black with small silver specks, starfallen slime is difficult to see – DC 30 Spot check – and typically found within or near craters. Starfallen slime dies off quickly once it reaches a world; within 1d6+1 days of a meteorite’s impact, individual patches of starfallen slime will become tar-like patches that have no effect.

Unlike most types of slime, starfallen slime does not seek higher elevations and makes no movement toward life of any sort. Instead, starfallen slime lies where it lands after being released by the meteorite’s impact with the earth. When starfallen slime comes into contact with a creature it instantly adheres to the creature’s body and begins seeping in through pores and making its way to the creature’s brain.

After 1d4 rounds of being in contact with a creature, a single 5-foot square of starfallen slime deals 1d6 points of Intelligence and 1d6 points of Wisdom damage per round while it devours the victim’s mind. A character or creature that is reduced to 0 Intelligence or Wisdom by starfallen slime instantly dies and may not be restored to life by any means.

On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be cut away (dealing damage to the victim as well). Only *remove disease* destroys a patch of starfallen slime. Starfallen slime has no effect on wood, metal, or stone, and is unaffected by cold, heat, or sunlight.

IRON-BANDED CLUB

Appearance: This simple blackened wooden club feels perfectly balanced. A pair of iron bands decorated with knobs encircle the upper and lower club head.

Appraise Information: DC 11. Ordinary clubs are relatively poor weapons, but the addition of iron bands makes them a bit more sturdy and practical; not only do the iron bands increase the damage potential of a club, but they also make the club more resilient to damage by preventing it from splitting along the grain. This particular club is obviously the work of a master weapon-smith as it is made of stout, fire-hardened oak and has been perfectly balanced for throwing.

Value: 301 gp (1 gp for the club, 300 gp for masterwork).

Special Rules: Adding iron bands to a club increases the club’s hardness by 2 (to 7 instead of 5) and also increases the damage caused by the weapon (usually to the next

highest die; use the standard rules for reference).

A non-masterwork iron-banded club has the following statistics:

Type: Simple one-handed melee weapon

Cost: 1 gp

Dmg (S): 1d6

Dmg (M): 1d8

Critical: x2

Range Increment: 5 ft.

Weight: 5 lb.

Type: Bludgeoning

DREAM WEAVER

Appearance: This six-petaled flower has almost translucent purple petals. Small thorns grow from its dark green stem, their color going from dark green close to the stem to dark purple at their tip.

Knowledge (nature): DC 17. The dream weaver can be found in the forests and near glades in all temperate climates, as it prefers shade and the moisture common in forests. Consistent with its name, it blooms only at night.

Legend has it that the dream weaver are actually the tears of the Nido, goddess of the moon, shed when her mortal lover was killed by her jealous husband Solus, god of the sun.

Qualities: When blooming, the smell of the dream weaver’s scent has a hypnotizing effect on any creature that comes within 30 feet of the flower. A creature must succeed at a Will save (DC 13) or find itself *fascinated*, unable to tear itself away from the pleasant smell; it simply sits down and, as long as nothing disturbs it, will remain until it dies from thirst and starvation.

ONE-THUMB ARNOLD IS SICK (DC 12)

Failed Gather Information Check: “Arnold got them shakes from spendin’ too much time with the rats. Now we’re all a gonna pay for it since them rats are buggerin’ each other so fast that there’s a million of ‘em

under us right now. Truth! Me “friend” Jacob, he’s the one works in the sewers, barely escaped from them last night.”

Source: Harriet (the Whore) [**female human, Com 1, 1 hp**], an ugly young woman that gets by in ways best not mentioned in the presence of one of such noble stature as yourself.

Successful Gather Information Check: “One-Thumb Arnold’s been a plague on this city ever since he took up the rat catcher practice five years ago. He’s as dishonest as they come and the rats he catches are his very own! See, he trains ‘em and sets ‘em loose in a shop then comes along and “catches” them. Now Arnold’s gone and bred too many of them rats and they’re out of his control. I hear he’s hiding in the cellar of his sister’s house and lettin’ on some story that he’s sick. Ain’t so. He’s just scared to face the mess he’s made.”

Source: Michael the Bloodless [**male half-elf, Clr2, 11 hp**], adventurous cleric of war. Reddish hair, fair complexion, dressed in robes and armed with a mace.

Follow Up: One-Thumb Arnold is, in fact, hiding in his sister’s cellar. Hundreds of rats are loose in the city and the “rat catcher” is afraid he’ll be identified as a coward if it gets out that he’s too scared to face such a large number of rats. While these are simply ordinary rats, many of them are carrying disease and if they’re not wiped out quickly the city will face a horrible epidemic.

GROW HAIR

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes the hair (body, facial, head, etc.) or fur of a creature to grow to a ridiculous length and impede its movement.

Its own hair effectively entangles the creature. The creature can move only at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls as well as a -4 penalty to Dexterity. In addition, unless the creature takes some form of action to clear the hair from before its eyes (such as holding the hairs with one hand or tying them off), it suffers a -1 penalty on attack rolls, Search checks, and Spot checks for the duration of the spell. A spellcaster that attempts to cast a spell must make a Concentration check (DC 15 + the spell’s level) or lose the spell.

Attempts to cut the hair off are futile as the hair grows back instantly. A creature that does not have hair or fur is not affected by this spell. Multiple castings of *grow hair* do not increase the entanglement.

Material Component: A bit of hair or fur.

Note: The hair can be tied off using ribbons, bits of clothing, etc. and mobility restored. This takes at least one minute and assumes that materials and help are readily at hand. If the creature attempts to accomplish this action itself, it takes significantly longer.

ELEGANT LIRAPIPE HOOD

Appearance: This cowl-like garment, complete with gorget made of red silk, features a remarkably long hood of black silk. The fine silk of the garment is sewn to a linen backing.

Appraise Information: DC 14. The lirapipe hood is worn as like cowl or cape, with the long back section of the hood wrapped loosely around the neck and shoulders of the wearer. Some men and women prefer to wrap the excess cloth around their heads, much like a turban.

Value: 30 gp (25 gp worth of silk and 1 gp for the lirapipe hood, and 4 gp for the craftsmanship of the garment).

Special Rules: None. *Weight:* 1 lb.

BOWL OF COLORFUL BEADS

Appearance: This small iron bowl contains scores of small glazed ceramic beads of various colors and shapes. A quick perusal shows squares, triangles, and circles in the colors of yellow, blue, red, black, and white and there are others besides.

Appraise Information: DC 13. Many peoples wear beads as decoration, most commonly for hair or clothing. In this case the beads are of dwarven manufacture and are braided into the hair (both beard and head) for decorative purposes.

Value: 2 sp.

Special Rules: If the GM wishes, the beads can have symbolic meanings attached to them. For instance, a certain color could be reserved for a specific craft (i.e. black for blacksmith, red for weaponsmith, brown for woodcarvers, etc.) or profession (white for clergy, gold for merchant, red and black striped for warriors, etc.). Or, much like Scottish tartans or heraldic colors, specific clans could wear specific colors and patterns (i.e. alternating blue and white for Clan Brightaxe, yellow and black for Clan Deepdelve, etc.). Or they could even tell of a personal, family, or clan history (i.e. black beads for a death, red for a battle, white for a wedding, etc.).

If complex enough, characters might need to have ranks in Knowledge (dwarven beadwork) in order to be able to decipher the meanings of the beads (dwarves would have this skill as a bonus class skill).

CARVED CORPSE

Appearance: The horrible rictus on this half-elven corpse gives mute testimony to the terror that filled his final minutes. In addition to the jaggedly cut throat, what looks to be a mirrored “R” has been carved into the corpse’s chest.

Appraise Information: DC 12. This corpse is just the latest in a string of identical mutilations that have been found in the Slums. Gather Information checks turn up a number of theories including that these corpses are the result of a predacious evil cult, a lone mass murderer, and some being from beyond this world.

Value: 2 gp (2 gp as an anatomy model).

Special Rules: None.

PROSCRIBER’S HELM

Appearance: This full helmet, adorned with a thick spike and a fully enclosed visor, is pitch black in color and shines brightly beneath the mid-day sun. It is extremely heavy.

Appraise Information: DC 20. The helmet of a slain proscriber, an outsider charged with punishing clerics that displease their gods, sometimes remains behind when the entity is destroyed. This particular helmet is in immaculate condition and is quite valuable.

Value: 2,500 gp.

Special Rules: If worn, the weight of this helmet forces the wearer to struggle to maintain balance, strength, and even stamina. All Dexterity, Strength, and Constitution checks suffer a –4 circumstance penalty when the helmet is worn.

SPRING RACES

Description: Celebrating the beginning of spring and the end of winter, the Spring Races are the first major holiday of the season.

Events: As the name suggests, the focus of the Spring Races is on racing, in this case horse racing. The Spring Races are actually a number of little races that last about a month and culminate in the Great Stakes.

The races begin with races in the local villages, the winners of those moving on to the larger races held in the major cities until a field of 12 (made up of the winners of the various previous races) participates in the Great Stakes.

Naturally, gambling is a continuous occurrence at these events and the Great Stakes is the social event of the season, featuring not only the parade of champions (the 12 horses, riders, and owners), but also the Equestrian Ball (where the guests wear horse masks over their faces and attach horse tails to their belts).

Game Effects: None.

Variations: Race days vary chiefly on the type of animal and the type of race:

Although horses are listed here, there is no reason the races could not include other animals such as griffins or elephants or even people.

The type of race could be everything from a 3/4-mile sprint to an obstacle course to an endurance race lasting several days.

GENTLEMAN’S RAPIER

Appearance: The basket hilt of this fine rapier is gold-plated and the blade features decorative scalloped etching. A couple of nicks and gouges on the basket hilt that expose the steel underneath, as well as the weapon’s keen edge, reveal this rapier to have been more than decoration. The weapon-smith’s mark, a W made of crossed swords, is impressed into the blade.

Appraise Information: DC 12. The standard sidearm for any individual who can afford it, this particular rapier is a fine example of the art. Combining excellent functionality with an understated flair, the weapon undoubtedly belonged to a gentleman-about-town or one of the lesser country gentry. The weaponsmith’s mark is that of Willyiam of Tern, a renowned crafter of rapiers and other sorts of swords.

Value: 320 gp (20 gp for the rapier, 300 gp for masterwork workmanship).

Special Rules: None.

Three Free Articles of Clothing

Rather than spend a lot of space rambling on about what this article is and why it exists I’m going to dive right into the clothing descriptions. If you feel cheated and absolutely need some introductory text please see *A Dozen Unusual Articles of Clothing*. Pretty much everything I said there is applicable to this PDF.

COMMONER’S BARBE

Appearance: This barbe, similar to a widow or wimple, is fashioned from simple cloth. A barbe is worn around a woman’s neck and tucked down into her tunic. The exact placement of the barbe, under the chin for a commoner such as would wear this particular barbe, or over the chin by a noblewoman, identifies the wearer’s social status.

Appraise Information: DC 12. There is absolutely nothing at all remarkable about this garment. Many common women wear barbes identical to this one.

Value: 5 sp.

Special Rules: None.

“WIZARD’S” COTE-HARDIE

Appearance: A type of long, flowing vest, this cote-hardie hangs to the wearer’s knees and is fastened at the front with small, silver buttons. A deep, bright purple in color, the garment is decorated with embroidered stars, moons, and assorted astrological signs.

Appraise Information: DC 16. The buttons are made of actual silver and the fabric is fustian dyed purple. This is an attractive, eye-catching garment but, to be honest, not very likely to be worn by a real wizard. It was most likely manufactured years ago for a costume party.

Value: 13 gp (5 gp for the material, 1 gp for the cote-hardie, 4 gp for the embroidery and quality of stitching, and 3 gp for the silver buttons).

Special Rules: None.

Click here to see all of the “Dozens” currently available.

MATERIALS AND FABRICS

In order to make clothing more interesting, DMs are encouraged to vary the materials used in the manufacture of garments. A few possible fabrics are:

Blackwork: Not exactly a material, black-work is a type of embroidery that uses thread made of black silk. This is an elegant, beautiful type of embroidery highly demanded by the wealthy.

Canvas: Cloth of the commoner, canvas is a coarse, rough cloth.

Cambric: This is a light, white linen. Cambric is primarily used as decorative cloth on middle-class clothing and as bedclothes.

Fustian: A cotton cloth, quite smooth and almost silky, faustian is dyed red or blue (or, at times, other colors) and used to create beautiful robes, elegant dresses, and garments for the wealthy and powerful.

Homespun: A rough, cheap cloth made of wool by the poor. Homespun is a dull, dirty gray or brown in color. Also known as russet.

Linen: A common, light fabric used by the rich and poor alike.

Taffeta: An expensive, smooth silk.

WOMAN’S SIMPLE SUPERTUNIC

Appearance: This supertunic is made from gray canvas and edged with strips of cheap cambric. It is especially long – hanging below the wearer’s knees – and quite plain. The edging, a cheap attempt at decoration, marks this as a woman’s garment; many common women wear garments like this one in an attempt to appear elegant.

Appraise Information: DC 12. This is a very common article of clothing, worn by

many lower-classed woman. Supertunics identical to this one, or so similar the variance isn’t worth noting, are sold in markets all across the lands.

Value: 1 gp.

Special Rules: Supertunics are quite popular with both the wealthy and noble and also with rogues (the billowing mass of fabric makes the perfect material with which to conceal pick pocket and sleight of hand attempts – a character gains a +2 equipment bonus to *Sleight of Hand* checks when wearing a supertunic).

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