



PRICELESS BY CHARLES RICE



Welcome to Priceless, an adventure for Modern d20 games. In Priceless, one or more of the PCs receives an amazing sword known as the Tattou from an old mentor. This sword is priceless and is also sought by the brother of the PC's long-lost Sensei, who is the ruthless leader of a Yakuza clan. He will stop at nothing to get the weapon back.

ABOUT BLOOD AND FISTS

Blood and Fists is RPGObjects' signature martial arts supplement that allows you to create martial artists using real world styles in more detail than ever before. This adventure was built with martial arts and martial artists in mind and provides opportunities for the PCs to do the things they see in martial arts fiction: namely solve all their serious problems with their martial arts prowess.

ADVENTURE SYNOPSIS/OUTLINE

Priceless is a straightforward adventure that features a Yakuza clan applying ever-increasing levels of force to attempt to acquire a powerful weapon that has been delivered into the hands of the PCs. The oyabun of the Yakuza clan in question feels the weapon rightfully belongs to him and he will use a variety of methods to attempt to retrieve it. He will start out attempting

to buy the weapon, then he will try to steal it, then he will openly attack the PCs and finally he will kidnap someone valuable to them and offer a trade for the weapon.

1. **Special Delivery:** sword arrives
2. **An offer you can refuse:** Yakuza henchman attempts to buy sword
3. **Thief in the night:** Having failed to buy the sword, Koushouin hires a thief to attempt to steal it.
4. **Henchmen assault:** Assuming the PCs turn down the offer in encounter 2, they are attacked.
5. **Vulnerabilities:** Someone close to the PCs is kidnapped and an offer is made: turn over the sword to Kumichou's private estate. The PCs can attempt to negotiate, they can turn over the weapon to the boss, or they can attack and eliminate the problem at its source.

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ENCOUNTERS

ENCOUNTER 1: SPECIAL DELIVERY

The adventure begins with one or more of the PCs having the Tattoi delivered to them. The messenger will be a nondescript Japanese man who claims not to know what is in the package he delivers and who will attempt to leave before the PCs open the package to see what's inside. He is in fact one of the Sensei's students.

If strongly detained (in other words, if violence would be the only way for him to leave) the messenger will stay while the PCs open the package and will tell them of the Sensei's death if pressed. He states that his Master's dying wish was that the weapon be delivered to one worthy and that the recipient of the package was named.

At the GM's discretion, if all PCs have a martial arts background, the weapon might have been left to *all* of them. If the weapon is to serve as a mystic origin for a Blood and Vigilance game this option is especially recommended, since then the weapon could serve as an origin for all the PCs.

ENCOUNTER 2: AN OFFER YOU CAN REFUSE

This encounter introduces Kumichou's second in command, Koushouin. He will approach the PCs and attempt to buy the Tattoi from the PCs who received it, offering up +20 Wealth award in return for the weapon. He does not wish to fight the PCs (yet) and will attempt to flee if attacked. His henchmen (see

encounter 3 above) are nearby and will come to his defense if he is attacked. Depending on how the PCs react to his offer to purchase the weapon, this encounter could turn into a more difficult version of encounter 3 (more difficult because the PCs will face the henchmen and Koushouin as well).

ENCOUNTER 3: THIEF IN THE NIGHT

Koushouin employs a talented thief to steal the Tattoi from the PCs and bring it to him. The thief is an extremely competent ninja who will attempt to acquire the weapon without the PCs ever knowing he was there. If this fails, he will flee, since his mission is strictly to steal the weapon, not to engage or assassinate.

ENCOUNTER 4: HENCHMEN ASSAULT

Having failed to steal back the Tattoi, Koushouin orders his henchmen to bring the Tattoi to him by any means necessary. He assigns one henchman per PC to this effort. The henchmen will attempt to use stealth skills to acquire the item without violence. If that fails, they will then turn to their melee weapons to dispatch the PCs as quietly as possible. They will only draw their firearms if the PCs do.

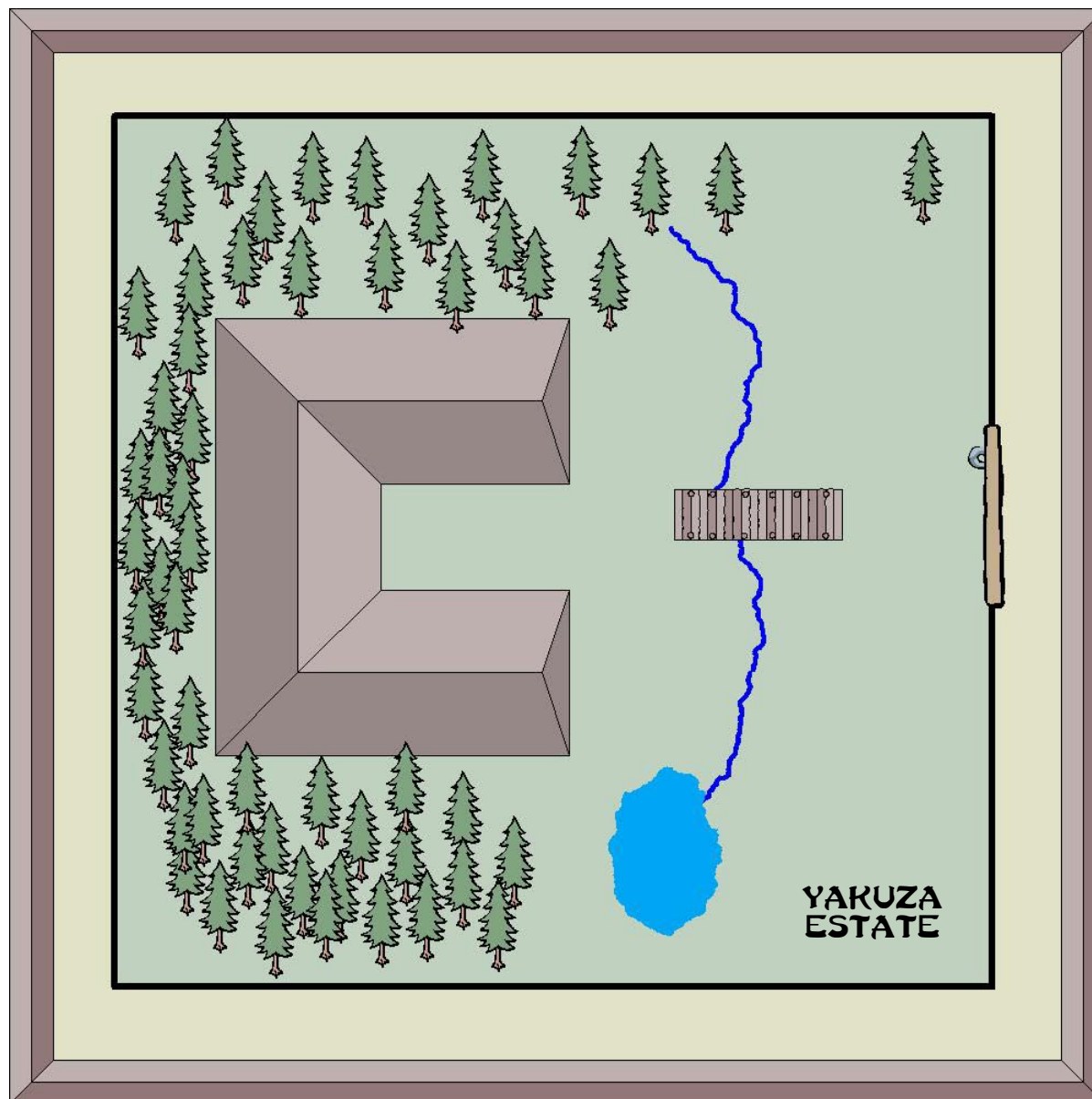
Aftermath: If the PCs come after Koushouin, they will find him attempting guarded by additional henchmen (again one per PC) and staying in a 5 star hotel. He will attempt to remind the PCs of the legal repercussions to an assault on him but if the PCs attack, Koushouin and his remaining henchmen will fight to the death.

ENCOUNTER 5: VULNERABILITIES

A note about this encounter: This encounter, with the listed numbers of Yakuza henchmen along with the adventure's central antagonist, Kumichou, should be the conclusion of the adventure. However how the PCs get to this final encounter should vary greatly with each group that runs through the module. For example, the thief in encounter 3 might have succeeded in stealing the weapon and returned it to Kumichou. The PCs could then track the weapon down and attack Kumichou's mansion or challenge him to a duel for ownership of the sword. In other words, other than encounter 1 and encounter 5, every other encounter in *Priceless* is optional.

Encounter Information: After exhausting their peaceful methods and brute force, the yakuza begin to play dirty. They kidnap someone important to the PCs (a relative or friendly NPC that has appeared in the campaign prior to this adventure) to use as leverage and transporting her back to Japan. The leader of the yakuza clan, Kumichou will then contact the PCs himself and inform them that the weapon is his property. Though he and his brother disagreed on many things, the weapon has been in their family for generations and he feels it is his duty to recover the weapon.

He will attempt to appeal to the PCs' honor by explaining the weapons' importance to his family. But if that fails, he will inform them that he has someone important to them and provide proof: in the form of the top joint of their pinky finger and a picture of the valued NPC missing the dig in question.



If the weapon was sent to a single individual, Kumichou will challenge that PC to single combat. Being used to double crosses however, he is prepared for an all-out assault by the PCs whether they agree to the duel or not. Kumichou is guarded by at least 2 henchmen per PC and Koushouin (if alive).

NPCS (BLOOD AND FISTS W/ NO FX)

Kobun (Fast Hero 3/Yakuza 3): CR 6; Medium-size humanoid; HD 3d8+3 plus 3d8+3; HP 34; Mas 13; Init +3; Spd 35 ft; Defense 19, touch 19, flatfooted 16 (+0 size, +3 Dex, +6 class); BAB +4; Grap +6; Atk +6 melee (1d6+2, Nunchaku), or +7 ranged (2d6+0, Beretta 92F); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Kumichou; SV Fort +3, Ref +8, Will +3; AP 3; Rep +2; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Occupation: Criminal (Hide, Move Silently)

Skills: Diplomacy +2, Drive +9, Hide +13, Intimidate +2, Knowledge (Streetwise) +6, Move Silently +13, Sense Motive +4, Tumble +9

Feats: Archaic Weapons - Japanese, Combat Martial Arts, Devotion, Double Tap, Karate, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency

Talents (Fast Hero): Increased Speed, Evasion

Talents (Yakuza): Kuroi Kiri, Teppodama

Possessions: Nunchaku, Beretta 92F

Koushouin (Charismatic Hero 4/Yakuza 6): CR 10; Medium-size humanoid; HD 4d6+8 plus 6d8+12; HP 61; Mas 14; Init +2; Spd 30 ft; Defense 20, touch 17, flatfooted 18 (+0 size, +2 Dex, +5 class, +3 equipment); BAB +6; Grap +6; Atk +8 melee (2d8+0, Katana), or +8 ranged (2d6+0, Beretta 92F); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Kumichou; SV Fort +6, Ref +9, Will +2; AP 5; Rep +5; Str 10, Dex 14, Con 14, Int 12, Wis 8, Cha 16.

Occupation: Criminal (Knowledge [Streetwise], Sleight of Hand)

Skills: Bluff +16, Diplomacy +18, Drive +8, Gather Information +18, Intimidate +16, Knowledge (Business) +8, Knowledge (Civics) +8, Knowledge (Streetwise) +9, Sense Motive +5, Sleight of Hand +7

Feats: Archaic Weapons - Samurai, Armor Proficiency (light), Combat Martial Arts, Defensive Martial Arts, Devotion, Double Tap, Kenjutsu (Dexterity), Personal Firearms Proficiency, Point Blank Shot, Quick Draw, Simple Weapons Proficiency, Trustworthy

Talents (Charismatic Hero): Fast-Talk, Charm

Talents (Yakuza): Kuroi Kiri, Teppodama, Contraband

Possessions: Undercover Vest, Katana, Beretta 92F

Kumichou (Smart Hero 6/Weapon Master 9):

CR 15; Medium-size humanoid; HD 6d6 plus 9d8; HP 62; Mas 10; Init +7 (+11 w/Katana); Spd 30 ft; Defense 24, touch 24, flatfooted 18 (+0 size, +3 Dex, +3 Intelligence, +8 class); BAB +9; Grap +8; Atk +16 melee (2d8+4/18-20, Masterwork Katana), or +12 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +8, Ref +11, Will +7; AP 7; Rep +5; Str 8, Dex 16, Con 10, Int 16, Wis 13, Cha 12.

Occupation: Entrepreneur (Diplomacy, Knowledge [Business])

Skills: Balance +12, Computer Use +12, Concentration +9, Craft (writing) +12, Diplomacy +19, Intimidate +19, Knowledge (Arcane Lore) +12, Knowledge (Behavioral Sciences) +12, Knowledge (Business) +13, Knowledge (Civics) +12, Knowledge (Current Events) +12, Knowledge (Streetwise) +18, Knowledge (Tactics) +12, Knowledge (Theology and Philosophy) +12, Sense Motive +10, Spot +10

Feats: Analytical Combat, Archaic Weapons - Samurai, Blind Fighting, Combat Expertise, Exotic Melee Weapon Proficiency (Katana), Iaijutsu, Iaijutsu Strike, Improved Disarm, Improved Iaijutsu Strike, Improved Initiative, Kenjutsu (Dexterity), Quick Draw, Simple Weapons Proficiency, Weapon Focus

Talents (Smart Hero): Savant (Knowledge [Streetwise]), Exploit Weakness, Plan

Talents (Weapon Master): Weapon Mastery 1, Weapon Specialization, Weapon Mastery 2, Greater Weapon Focus, Weapon Mastery 3, Greater Weapon Specialization

Possessions: Masterwork Katana

Ninja (Fast Hero 3/Ninja 6): CR 9; Medium-

size humanoid; HD 3d8+6 plus 6d6+12; HP 53; Mas 14; Init +3; Spd 40 ft; Defense 21, touch 21, flatfooted 18 (+0 size, +3 Dex, +8 class); BAB +6; Grap +8; Atk +8 melee (1d4+2, Sai), or +9 ranged (1d4+0, Shuriken); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Clan; SV Fort +5, Ref +10, Will +2; AP 4; Rep +2; Str 14, Dex 16, Con 14, Int 10, Wis 8, Cha 12.

Occupation: Criminal (Disable Device, Disguise)

Skills: Balance +11, Bluff +12, Climb +7, Disable Device +7, Disguise +11, Escape Artist +9, Hide +20, Intimidate +6, Move Silently +20

Feats: Archaic Weapons - Japanese, Defensive Martial Arts, Improved Two-Weapon Fighting, Ninjutsu, Personal Firearms Proficiency, Shadow, Simple Weapons Proficiency, Two-Weapon Fighting

Talents (Fast Hero): Increased Speed, Improved Increased Speed

Talents (Ninja): Shinobi-jutsu, Silent kill +1d6, Shichi-ho-de, Silent kill +2d6, Goton-no-jutsu, Silent kill +3d6

Possessions: 2 Sai, 10 Shuriken



TATTOI (BLOOD AND FISTS W/ NO FX)

Even in a campaign with no FX the Tattooi should be an amazing, one of a kind weapon worthy of someone like Kumichou fighting and possibly dying for. In these campaigns the Tattooi should be a Masterwork Katana whose critical threat range is increased to 18-20. The Tattooi is also extremely valuable as a work of art and should count as a Wealth award of 22 should the PCs sell it (this value is 12 for the selling price of a katana, plus 5 for the weapon being masterwork, plus an additional 5 for the weapon's great beauty and craftsmanship).

TATTOI (BLOOD AND FISTS W/ FX)

In a campaign with FX the Tattooi should be considered one of the most potent magical katana ever constructed, the Eastern equivalent of Excalibur. In these campaigns the Tattooi should be a +3 Keen Katana with significant art value, enough to bring the total value of the weapon to Wealth 42 (base value 37 plus 5 for the weapon's great beauty and craftsmanship).

NPCS (BLOOD AND VIGILANCE)

Kobun (Advanced Training Fast Hero 3/Yakuza 3): CR 6; Medium-size humanoid; HD 3d8+3 plus 3d8+3; HP 34; Mas 13; Init +6; Spd 35 ft; Defense 22, touch 22, flatfooted 16 (+0 size, +6 Dex, +6 class); BAB +4; Grap +6; Atk +8 melee (1d4+2, Jab), or +6 melee (1d6+2/19-20 x3, Nukite Zuki), or +10 ranged (2d6+0, Beretta 92F); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Kumichou; SV Fort +3, Ref +15, Will +3; AP 3; Rep +2; Str 14, Dex 23, Con 13, Int 10, Wis 12, Cha 15.

Occupation: Criminal (Hide, Move Silently)
Skills: Diplomacy +2, Drive +12, Hide +20, Intimidate +2, Knowledge (Streetwise) +6, Move Silently +20, Sense Motive +4, Tumble +12
Feats: Archaic Weapons - Japanese, Combat Martial Arts, Devotion, Double Tap, Karate, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency
Powers: Super Feat +9: Jab, Ridgehand, Nukite Zuki, Super Skill: Hide +2, Super Skill: Move Silently +2, Superhuman Charisma +7, Superhuman Dexterity +7
Power Stunts: Superhuman Dexterity: +4 to Reflex saving throws
Talents (Fast Hero): Increased Speed, Evasion
Talents (Yakuza): Kuroi Kiri, Teppodama
Possessions: Nunchaku, Beretta 92F

Koushouin (Advanced Training Charismatic Hero 4/Yakuza 6): CR 10; Medium-size humanoid; HD 4d6+8 plus 6d8+12; HP 61; Mas 14; Init +10 (+14 with Katana); Spd 30 ft; Defense 24, touch 21, flatfooted 18 (+0 size, +6 Dex, +5 class, +3 equipment); BAB +6; Grap +6; Atk +12 melee (2d8+0, Katana), or +12 ranged (2d6+0, Beretta 92F); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Kumichou; SV Fort +6, Ref +15, Will +2; AP 5; Rep +5; Str 10, Dex 23, Con 14, Int 12, Wis 8, Cha 23.
Occupation: Criminal (Knowledge [Streetwise], Sleight of Hand)
Skills: Bluff +31, Diplomacy +33, Drive +8, Gather Information +31, Intimidate +21, Knowledge (Business) +8, Knowledge (Civics) +8, Knowledge (Streetwise) +9, Sense Motive +5, Sleight of Hand +7
Feats: Archaic Weapons - Samurai, Armor Proficiency (light), Combat Martial Arts, Defensive Martial Arts, Devotion, Double Tap, Kenjutsu (Dexterity), Personal Firearms Proficiency, Point Blank Shot, Quick Draw, Simple Weapons Proficiency, Trustworthy

Powers: Super Feat +9: Iaijutsu, Iaijutsu Strike, Improved Initiative, Super Skill: Bluff +5, Super Skill: Diplomacy +5, Super Skill: Gather Information +4, Superhuman Charisma +7, Superhuman Dexterity +9
Power Stunts: Superhuman Charisma: +2 to all Charisma-based skills, Superhuman Dexterity: +2 Reflex saves
Talents (Charismatic Hero): Fast-Talk, Charm
Talents (Yakuza): Kuroi Kiri, Teppodama, Contraband
Possessions: Undercover Vest, Katana, Beretta 92F

Kumichou (Mystic Encounter Smart Hero 6/Weapon Master 9): CR 15; Medium-size humanoid; HD 6d6 plus 9d8; HP 62; Mas 10; Init +15 (+19 w/ Katana); Spd 30 ft; Defense 30, touch 30, flatfooted 18 (+0 size, +6 Dex, +6 Intelligence, +8 class); BAB +9; Grap +8; Atk +19 melee (2d8+10/18-20, Masterwork Katana), or +15 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +8, Ref +14, Will +7; AP 7; Rep +5; Str 20, Dex 23, Con 10, Int 23, Wis 13, Cha 12.

Occupation: Entrepreneur (Diplomacy, Knowledge [Business])
Skills: Balance +15, Computer Use +15, Concentration +9, Craft (writing) +12, Diplomacy +19, Intimidate +19, Knowledge (Arcane Lore) +15, Knowledge (Behavioral Sciences) +15, Knowledge (Business) +16, Knowledge (Civics) +15, Knowledge (Current Events) +15, Knowledge (Streetwise) +21, Knowledge (Tactics) +15, Knowledge (Theology and Philosophy) +15, Sense Motive +10, Spot +10
Feats: Analytical Combat, Archaic Weapons - Samurai, Blind Fighting, Combat Expertise, Exotic Melee Weapon Proficiency (Katana), Iaijutsu, Iaijutsu Strike, Improved Disarm, Improved Iaijutsu Strike, Improved Initiative, Kenjutsu (Dexterity), Quick Draw, Simple Weapons Proficiency, Weapon Focus

Powers: Danger Sense +12, Deflection (Energy) +4, Deflection (Physical) +12, Superhuman Dexterity +7, Superhuman Intelligence +7, Superhuman Strength +12

Power Stunts: Danger Sense: +5 Initiative, Deflection (Physical): +3 on deflection attack rolls

Talents (Smart Hero): Savant (Knowledge [Streetwise]), Exploit Weakness, Plan

Talents (Weapon Master): Weapon Mastery 1, Weapon Specialization, Weapon Mastery 2, Greater Weapon Focus, Weapon Mastery 3, Greater Weapon Specialization

Possessions: Masterwork Katana

Ninja (Mystic Encounter Fast Hero 3/Ninja 6): CR 9; Medium-size humanoid; HD 3d8+6 plus 6d6+12; HP 53; Mas 14; Init +12; Spd 40 ft; Defense 29, touch 29, flatfooted 18 (+0 size, +9 Dex, +8 class, +4 Danger Sense); BAB +6; Grap +8; Atk +8 melee (1d4+4, Combat Martial Arts), or +15 ranged (1d4+0, Shuriken); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Clan; SV Fort +5, Ref +16, Will +2; AP 4; Rep +2; Str 14, Dex 28, Con 14, Int 10, Wis 8, Cha 12.

Occupation: Criminal (Disable Device, Disguise)

Skills: Balance +17, Bluff +12, Climb +7, Disable Device +7, Disguise +11, Escape Artist +15, Hide +26, Intimidate +6, Move Silently +26

Feats: Archaic Weapons - Japanese, Combat Martial Arts, Hyperdodge, Hyperreflexes, Ninjutsu, Personal Firearms Proficiency, Shadow, Simple Weapons Proficiency

Powers: Danger Sense +12, Invisibility +6, Super Leap +6, Superhuman Dexterity +12

Power Stunts: Danger Sense: +3 Initiative, Super Leap: +2 kick damage

Talents (Fast Hero): Increased Speed, Improved Increased Speed

Talents (Ninja): Shinobi-jutsu, Silent kill +1d6, Shichi-ho-de, Silent kill +2d6, Goton-no-jutsu, Silent kill +3d6

Possessions: 2 Sai, 10 Shuriken

TATTOI (BLOOD AND VIGILANCE)

In a Blood and Vigilance campaign the Tattooi should be considered a power source, one that qualifies its owner for the Mystic Encounter, Mystic Heritage or Magical Training origins. If it is received by a worthy character who does not already have superpowers, the weapon will grant the character an origin and power points as if he had been a superpowered character from 1st level. The Tattooi could also serve as the origin for an entire group of characters. In this case none of the characters would wield the sword, they would simply share its power (all would gain an origin and an equal amount of power based on their character level).

Consult the rules on running an origin story as an adventure in the *Blood and Vigilance* rules for more guidance on running this sort of adventure.

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