

VARIABLE LEVEL



# TOM CARTOS PRESENTS: BURAKUMIN HOMES

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**FIFTH EDITION COMPATIBLE**

A plug-and-play add-on for Fifth Edition.  
Quickly add peasant homes to your campaign. Includes detailed  
NPCs, locations, quest hooks, and more.

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# HOW TO RUN THIS SUPPLEMENT

To properly run this adventure, you need the Fifth Edition core rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their character first arrive at a location or under a specific circumstance, as described in the text.

The core 5e monster book contains stat blocks for most of the creatures found in this adventure. When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core monster book. If the monster is not included in the core monster book, text in parenthesis point to the monster's source.

Spells and equipment mentioned in the adventure are described in the core player's rulebook. Magic items are described in the core GM's guide.

## ABBREVIATIONS

The following abbreviations are used throughout this adventure:

hp	hit points	LG	Lawful good
AC	Armor Class	CG	Chaotic good
DC	Difficulty Class	NG	Neutral good
XP	experience points	LN	Lawful neutral
pp	platinum piece(s)	N	Neutral
gp	gold piece(s)	CN	Chaotic neutral
ep	electrum piece(s)	LE	Lawful evil
sp	silver piece(s)	CE	Chaotic evil
cp	copper piece(s)	NE	Neutral evil
NPC	nonplayer character		



## BURAKUMIN HOMES

**B**urakumin Homes is a plug-and-play add-on for Fifth Edition. This location easily fits into any campaign setting of your choice and can work as both a part of a larger village, town, or city, or as stand-alone structures at an important crossroads. Although this location is chock full of ready-made details, feel free to add, change, or remove elements to function with your chosen campaign setting.

### BACKGROUND

On the Eastern Continent, nestled among the foothills of a vast snow capped mountain range, lies the small town of Iido. The mountain's meltwater forms the start of one of the major tributaries in the area, and after passing by Iido the river runs all the way to the sea, meaning many travellers who journey inland find themselves here at one point or another. The fortified castle of the local Daimyo is only a day or so away by horseback, so many use the town as a rest stop on their way to visit the lord of the province.

Iido boasts many attractions and diversions for passing visitors, but it's true beating heart is its people. Most of the citizens are of the peasant classes, simple farmers, merchants or craftsmen, but they have a strong sense of community and a joyful disposition. Even the Eta or 'Burakumin' who are tasked with the town's less pleasant tasks, such as butchery, leather tanning and funerary arrangements, are better treated than in most parts of the continent, although they are still forced to live outside the town walls by law.

### ARRIVAL

When characters first arrive at the Burakumin homes, read or paraphrase the following:

Five, snow-covered farmhouses with tall, thatch roofs huddle together around a small, stone well. Judging by the conditions, these homes belong to the local peasantry—or Burakumin—the nearby village. Often ostracized, the Burakumin perform jobs deemed “too unpleasant” for polite society. Their numbers often include tanners, butchers, and coffin makers and other professions tainted by death.

### ATTITUDE AND DISPOSITION

While Burakumin peasants are hardworking folks, there is no guarantee that they are friendly or even indifferent toward those who enter their cluster. Even if they do act hostile toward the characters, there may be a good reason for such poor social interactions. To determine the attitude and disposition of the Burakumin, use the following rules.

First, roll or choose an attitude for the peasants on the Burakumin Attitude table. After you determine the peasants' attitude toward the characters, roll for the peasants' disposition on the Burakumin Disposition table. Each disposition is described after the table. If you roll no special disposition, the peasants are under no unusual stress and react based on its attitude.

## BURAKUMIN ATTITUDE

d6	Attitude
1	Friendly
2-4	Neutral
5-6	Hostile

## BURAKUMIN DISPOSITION

d20	Disposition
1-2	Diseased
3-4	Emergency
5-6	Help with work/quest
7-8	Revolt
9-10	Trading
11	Vacant
12-20	No special disposition

### DISEASED

Roll 4d6. The result reveals the number of peasants in this hamlet infected with a disease of your choice from chapter 8 in the *DMG*. The peasants beg or demand help with the infection.

### EMERGENCY

When the characters meet the peasants, they are suffering some sort of crisis. The peasants beg or demand the characters' help in getting out of the situation. Choose or roll for an emergency on the Burakumin Emergency table to determine the hamlet's crisis.

## BURAKUMIN EMERGENCY

### d4 Emergency

- 1 The Burakumin have been robbed of all of their valuables and/or food.
- 2 One or more of the peasants' buildings are on fire.
- 3 The hamlet is under attack by a group of bandits or a dangerous creature.
- 4 The local tax collector has put an incredible tax burden on the hamlet.

### HELP WITH WORK (QUEST)

Peasants looking for help with their work approach the characters asking for direct aid in one or more of the occupations performed by the peasants. For instance, the tanner may ask for the characters to hunt forest animals for their leather. Or the coffin maker may need the characters to travel into the village and purchase nails. Often, the peasants are too poor to offer compensation, but might offer their homes and warm meals for assistance.

Optionally, one of the peasants might present a quest hook which the characters may follow. Sample quest hooks are included on page 6.

## REVOLT

The peasants are unhappy with their governors and refuse to work. If the peasants approach the characters, they request aid or demand in their uprising. Alternatively, the governors might task the characters with handling the revolt with an offer of gold to "put them back in their place."

## TRADING

Peasants looking to trade offer their goods or services to the characters in exchange for deeds, items, or coin. The items the peasants have to trade are detailed in the "Locations in the Burakumin Homes" section below. Usually, the peasants are willing to haggle. If the characters refuse to trade, hostile peasants might attack to get what they want.

## VACANT

The entire hamlet is empty. This might be the result of a recent attack, or some other supernatural cause. A disease or coming threat may have also caused them to vacate. If the peasants had time to prepare, they may have taken some of their possessions with them, including valuables. A sudden disappearance might make their good still available for the take.

## LOCATIONS IN THE PEASANT HOMES

The Burakumin homes are built in the traditional *gassho* style of architecture common among the region's peasantry. The buildings are made of wood and bamboo with tall, 60-degree thatched roofs. The roofs are designed this way to encourage snowmelt when the sun shines. These buildings have earthen floors covered with bamboo mats to insulate the rooms from the cold.

All the building's doors and windows are *shoji* style consisting of thin, semi-translucent sheets hung on a lattice frame. This style encourages natural light and produces charming, natural silhouettes, connecting the homeowners to the nature surrounding them. A *shoji* style door or window has AC 10, 5 hp, and immunity to poison and psychic damage. The Burakumin peasants do not lock their doors.

### 1 - WELL

The peasants draw water from this 100-foot deep stone well. Dug below the frost line, the well does not freeze, even during the coldest winter days.

### 2 - BUTCHER'S HOME

Goto Tadiyuki and his wife Kaida live in the northwesternmost home in the Burakumin hamlet. Tadiyuki spends his days butchering and preparing cattle while Kaida tends to their home. Both Gotos are N human **commoners**. They both have advantage on the following ability checks related to cattle and beef: Intelligence (History), Wisdom (Animal Handling), Wisdom (Medicine), and Charisma (Persuasion).

**Trade.** The Gotos are eager to trade their cuts of beef for other basic necessities or coin. Each pound of beef is worth 5 cp. If the Gotos recently butchered a cow, they may have as much as 440 pounds of beef available for trade. They are also



interested in purchasing healthy cows and other livestock that they can butcher. They will pay 5 gp for a cow that is a year old or younger or 10 gp for a cow between one to three years of age. Typically, they refuse older cows, but might pay up to 3 gp if persuaded.

### 2A - LIVING QUARTERS

The Gotos live in this simple home. There is almost always meat cooking on the hearth.

**Hidden Treasure.** A small, dug hole hides under the mat in the Gotos' bedroom. Its location is noticeable with a successful DC 15 Wisdom (Perception) check. Within, the Gotos keep their savings, 10 gp and 20 sp.

### 2B - CATTLE

Currently, the Gotos have two cows. Both are close to butchering age; each cow is worth 12 gp on the market.

### 2C - BUTCHER'S STATION

On most days, Tadiyuki is found here at his butcher's station preparing cuts to sell in the city.

### 3 - COFFIN MAKER

Morishita Hatsu lives here with her two daughters, Miwa and Yuria, and her mother, Aemi. Hatsu is the hamlet's coffin maker. Even among a community of pariahs, the others

who live in the hamlet fear Hatsu for her close connection to death. As such, the Morishitas keep to themselves. Morishita is a NG human **commoner** with proficiency in carpenter's tools. Her children and mother are noncombatants.

**Trade.** Morishita Hatsu sells coffins and prefers coins to trade, but that can be negotiated. She charges 3 gp for a premade coffin or 5 gp if tasked to build a custom coffin. Additionally, she offers to bless each coffin to prevent the dead from rising for an additional 1 gp. If taken up on this offer, she performs a ritual with incense and singing to cast away harmful spirits. The ritual has no effect, but it does grant the buyer some ease.

Morishita is always on the lookout for good deals on wooden planks. However, she is usually short on funds and will have to offer her wares in trade or promises of future remittance.

### 3A - LIVING QUARTERS AND WORKSHOP

Most days, one can hear the bang of Hatsu's hammer as she works in the westernmost part of the Morishitas' small home. Meanwhile, her children play outside or receive education from Aemi.

Hatsu keeps a shortbow with a quiver of 10 arrows by the bed she shares with her youngest daughter, Yuria. Hatsu is not proficient with the bow (+0 to hit), but still uses it to protect her family if and when bandits enter the hamlet.

**Hidden Treasure.** Among her carpenter's tools, Hatsu keeps a small leather pouch that contains 5 cp and 2 sp.

### 3B - STABLES

The Morishitas have one **draft horse** named Tomadachi. They had a second horse, but the horse died at the start of winter. Now, Tomadachi must bear the full load of Hatsu's sled and coffin orders by himself.

## 4 - TANNER'S HOME

Takeshita Yoshinori and Hidehira are the hamlet's resident tanners. Takeshita shares a bed with his young wife Satsu. Hidehira's son, Ikoï also lives here; he, too, is learning to become a tanner like his father and uncle.

Takeshita is a NE human **spy** who spends his days drinking and hunting in the mountains. He's missing the index finger on his right hand, which he claims was bitten off by a bear. Hidehira and Ikoï prep the hides for sale while Satsu manages the household; these three are all N human **commoners** who live in fear of Takeshita's drunken ire.

**Trade.** Among these Burakumin, Takeshita Yoshinori is the wealthiest. He is a shrewd negotiator who has advantage on all Charisma checks made to negotiate trading furs and cured hides. He always offers the lowest possible gold for animal pelts and similarly asks the highest prices for his own goods. With strong ties to criminal organizations throughout the land, he and his family stay busy.

**Treasure.** Takeshita always keeps a purse with 10 gp in it. He also wears gold rings to signify his importance among the hamlet's other residents. Combined, his rings are worth 5 gp.

## 5 - CHARCOAL BURNER'S HOME

The widow Kozue Shigeaki lives with his adopted son, a half-bakemono named Shinji. The two are the town's charcoal burners. They keep their fires burning all day in the southeastern corner of the hamlet. As such, the hamlet always smells of charcoal, a point of contention among Shigeaki's neighbors. The pair work day and night to keep the kilns lit. Burns cover both their hands. They are both NG **commoners**; Shigeaki is a human and Shinji is a half-bakemono (half-orc)

**Trade.** The pair are eager to trade whatever they can for food and basic necessities. One pound of charcoal is worth 2 cp. They are not picky about the condition of the items they receive and are always thankful.

### 5A - LIVING QUARTERS

Shigeaki and Shinji share this small home. Poor even by Burakumin standards, any money the pair earns immediately goes toward food and other necessities. There are no valuables here.

### 5B - KILNS

Shigeaki's kilns burn day and night and produce thick, toxic smoke. A creature that starts its turn within 10 feet of one of the kilns without holding its breath or protecting its face must make a DC 10 Constitution saving throw or become poisoned until the start of its next turn.

## 6 - CREMATOR'S HOME

The hamlet's cremator, Kyouko lives with her husband Morishita Ryu. Ryu is Hatsu's younger brother. Both are N human **commoners**. They have a son named Morio who serves in the military who sometimes comes to stay with his parents.

**Trade.** The cremators can dispose of dead for as little as 2 gp. They can then arrange to have the ashes placed in a decorative urn. The urns range in price from 1 sp to 1 gp. Because of the definitive nature of cremation, the cremators stay busy throughout most of the year.

### 6A - LIVING QUARTERS AND WORKSHOP

Kyouko and Ryu live in a nice, tidy hovel that doubles as their workshop where the couple stores dry straw and empty urns.

**Hidden Treasure.** A small, dug hole under the sleeping pallet in the couple's bedroom hides a small box. Its location is noticeable with a successful DC 15 Wisdom (Perception) check. Within, Kyouko keeps her savings: 5 gp and 20 sp.

### 6B - PYRE

Cremation ceremonies are held in the yard in front of the Moreshitas' home.

## SIDE QUESTS

These Burakumin peasant homes offer a myriad of quest hooks to bestow upon your players. When the characters pass through the town, you may have one or more of the NPCs detailed in the previous section request, beg, or demand that they help solve an issue. Choose or roll randomly for one of the Burakumin side quest hooks detailed below. The suggested levels for each quest hook are the ideal levels for a party of five adventurers.

### 1 - FIND THE JUBOKKO TREE

*3rd-to-5th level side quest*

Morishita Hatsu (area 3) asks the characters if they will help her locate a magical tree rumored to be in the area, the jubokko tree. Supposedly, its wood can be used to create a coffin capable of raising the dead (she may not share this fact with the characters). If the characters agree, they can search the surrounding mountain for the tree. At the end of each day that the characters spend searching for the tree, one or more of the characters in the party must make the following ability checks: Intelligence (History), Intelligence (Nature), and Wisdom (Survival). The DC for each check is 15. If a paladin is in the party, the paladin can use its Divine Sense each day in place of one of the checks, resulting in an automatic success. Similarly, a ranger whose favored enemy is fey, fiends, or undead that has the Primeval Awareness feature can automatically succeed on one of the checks as well. If all three checks succeed, the party discovers the **jubokko tree**, which they must fight (its statistics are in the Appendix).

Once defeated, the tree can be chopped up and delivered to Morishita Hatsu. Unfortunately, Hatsu is very poor and cannot afford to pay the characters, but promises half of the take when she sells the jubokko-wood coffin she plans to craft.

Alternatively, the jubokko tree's wood is worth 2,000 gp to



anyone who knows what it is and its value to the creation of magic items.

## 2 - STOP THE RAIDERS

*3rd-to-5th-level side quest*

Recently, a gang of bandits named The Yellow Horn Crew raided the hamlet and stole all of the Burakumin's valuables and food. Faced with starvation, they are desperate for help. Fortunately, The Yellow Horn's Crew's tracks are easy to follow. They live in a camp five miles outside the hamlet at the edge of a fetid bog. The camp consists of six tents in a circle. The bandit's nine riding horses are tethered to a nearby length of ruined fence.

The Yellow Horn Crew's leader is a **green hag** named Kiku. She disguises herself as an attractive female warrior. In addition to the normal attacks for a green hag, Kiku wields a katana. Treat the katana as a longsword (+6 to hit, 1d8 + 4 slashing damage or 1d10 + 4 slashing damage when wielded with two hands). She also has the Multiattack feature which allows her to make two attacks with her katana. Joining Kiku are two **bandit captains** and six **bandits**.

Kiku is not above negotiating for the Burakumin's belongings, but prefers something juicy in trade—information, a magic item, or something else that might interest the hag. Although the bandits are fiercely loyal to Kiku, Kiku has no qualms about fleeing from the battle if things turn poorly for her. She will rely on her ability to breathe water to escape through the bog.

## 3 - CONFRONT THE TAX COLLECTORS

*Variable-level side quest*

The local daimyo's simmering feud with a neighboring clan has boiled over into all out war. To fund this confrontation, the daimyo's sent his tax collectors across his domain to collect double the normal levy. Already impoverished, the Burakumin cannot afford any further taxes. The peasant implore the characters to reach out to the daimyo and his subordinates to relieve them of the burden.

If the characters agree, they must travel to the town and request to speak with the daimyo (or presiding governor). The daimyo (typically a **noble** or **veteran**) will be heavily guarded by 1d6 elite guards (**knights**) and 5d6 **guards**. Nothing short of offering their services in the daimyo's ranks will persuade the daimyo to remove the taxes levied on the Burakumin. Should the characters agree to these terms, they are immediately sent to join the daimyo's military personnel at the front lines.

## 4 - RESCUE SHINJI

*1st-to-2nd-level encounter*

A gang of drunken young men from the nearby village came into town to cause trouble. There, they discovered the presence of the half-bakemon, Shinji, adopted son of the charcoal burner, Kozue Shigeaki. Viewing the young man as an abomination, the men pulled Shinji from his bed and are now threatening to cut off his head at the center of the hamlet. Shigeaki begs the characters to intervene.

Shinji's captors consist of six LE human **nobles**. Each is a member of an important family in the village—a character who succeeds on DC 10 Intelligence (History) check to recognize the boys immediately realizes that hurting the gang might endanger their reputation in town. Of course, if they don't get involved, Shinji may lose his head.

The nobles wear studded leather armor (AC 13) and are armed with katanas instead of rapiers which function exactly like longswords (+2 to hit, 1d8 slashing damage or 1d10 slashing damage when wielded with two hands).

## 5 - GHOST IN THE FOREST

*5th-to-7th-level encounter*

Takeshita Yoshinori's first wife Ao vanished a year ago. Yoshinori swears she ran off with another man. However, the other peasants suspect that is a lie. Recently, the ghost of a woman who looks like Ao has appeared in the forest. Satsu, Yoshinori's current wife approaches the characters and asks them to discover if the ghost is, in fact, Ao. If the characters agree, the **ghost** appears dusk that same day 300 feet from

the hamlet by the treeline. They can easily follow it north through the forest. Anytime they come close, the ghost disappears then reappears another 100 feet ahead of them, always just out of reach.

Eventually, the ghost leads the characters to a clearing in the forest and points to the ground. If the characters dig in the spot for 10 minutes they find the remains of a human woman. A successful DC 10 Intelligence (Investigation) check made on the corpse reveals that she has a severed finger in her mouth.

Tired of his abuse and the horrid life as a tanner's wife, Ao wanted to leave Yoshinori. Yoshinori asked her to take a walk with him in the forest to discuss her departure. When they arrived at the clearing, he struck her with a lock and started choking her. Ao fought back, biting Yoshinori's finger off in the process, but was ultimately unable to stop him from killing her. Quickly, Yoshinori buried her in the ground and returned home.

If the characters confront Yoshinori, he caves, tells the characters exactly what happened, then begs that they don't turn him in to the authorities or the other peasants in the hamlet. Ever a slimy weasel, Yoshinori tries to flee the first chance he gets, using his Cunning Action trait to keep distance between himself and the characters. If Yoshinori survives, he hires a ninja (**assassin**) to kill the characters. The ninja tracks the characters and attacks at night.

## 6 - NIGHT OF THE GIANT TOADS

### *2nd-to-4th-level encounter*

For the last four nights, a knot of giant toads have entered the hamlet and caused destruction. They've killed small animals (they ate the Goto's cat!), torn through shoji doors, and even knocked over one of the charcoal pits, nearly setting the town ablaze. The peasants gather what little gold they can (a total of 5 gp) to pay someone—anyone—who will rid them of the threat.

If the characters agree, at midnight, the giant toads return, approaching from the east. There are four **giant toads** in all. Meanwhile, the Burakumin hide indoors.

Unfortunately, killing the toads isn't enough. The same four toads return the next night, ready to cause destruction again. If the characters try to find the source of the toads, they are unable—the toads appear from seemingly nowhere.

As it turns out, the town is cursed. Recently, the Arakawa family approached Morishita Kyouko and asked her to burn the body of their daughter, Machiko. Originally, Kyouko agreed to a price of 2 gp. Later when the Arakawas returned, Kyouko greedily raised the price to 4 gp. The Arakawas refused and, as they left in a fury, cursed the hamlet. That was the first day the toads attacked.

The only way to rid the town of its curse is to retrieve the body of Arakawa Machiko from her family and burn it on the Morishitas' pyre. Only then will the giant toads stop their nightly assaults.







## APPENDIX: JUBOKKO TREE

Infesting the thick, black forests of the Xenem Dynasty and parts of Aegreya, the jubokko trees are vampiric plants that act as a natural defense to the vampire citadels which they surround. The first trees were created by Xenem Shi's daughter, Ming and planted in his garden. Although thankful for the gift, Xenem saw them as a perversion of necromancy,

what he considers a "delicate and beautiful" art. Thus, the trees were relegated to the grounds beyond Baolei.

Adventurers sometimes travel to Xenem Dynasty seeking the fruit of these trees. The fruit is believed to grant a consumer regenerative powers.

**Undead Nature.** The tree does not require air, food, water, sleep, or sunlight.

### JUBOKKO TREE

*Huge plant, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 142 (15d10 + 60)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	19 (+4)	10 (+0)	13 (+1)	11 (+0)

**Damage Resistances** bludgeoning, piercing, necrotic; slashing from nonmagical attacks

**Senses** blindsight 60 ft., passive Perception 11

**Languages** Common

**Challenge** 9 (5,000 XP)

**False Appearance.** While the tree remains motionless, it is indistinguishable from a normal tree.

**Grasping Roots.** The tree can have up to six roots at a time. Each root can be attacked (AC 15; 5 hit points; immunity to poison and psychic damage). Destroying a root deals no damage to the tree, which can extrude a replacement root on its next turn. A root can also be broken if a creature takes an action and succeeds on a DC 16 Strength check against it.

**Regeneration.** The bloodroot tree regains 20 hit points at the start of its turn if it has at least 1 hit point remaining. If the tree takes radiant or fire damage, this trait doesn't function at the start of the tree's next turn.

### Actions

**Multiattack.** The tree makes three attacks.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

**Root.** *Melee Weapon Attack:* +10 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 18). Until the grapple ends, the target is restrained and has disadvantage on Constitution checks and Constitution saving throws, and the tree can't use the same root on another target.

**Blood Drain.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature that is grappled by the tree, incapacitated, or restrained. *Hit:* 9 (1d6 + 6) piercing damage plus 7 (2d6) necrotic damage. The target's hit points maximum is reduced by an amount equal to the necrotic damage taken and the tree regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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