

## SUURIN AT A GLANCE

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**Ruler** Devia Brookshire  
**Government** Overlord  
**Population** 67 (51 halflings, 11 hobgoblins, 3 humans, 1 dwarf, 1 half orc)  
**Alignments** LE  
**Languages** Common, Goblin, Halfling  
**Resources & Industry** Drugs (skez)

Suurin was supposed to be a halfling utopia, a return to the imaginary times before strife and prejudice; halfling burrows furnished in rich mahogany, cool streams and cobblestone bridges, green fields alive with laughing children. Unfortunately, these same fields grow prodigious quantities of blue daffodil, a flower easily synthesized into the mind-numbing drug skez. Now, Devia Brookshire—a drug racketeer—has transformed this haven into the skez capital of the realm. The roads are kept safe, not by city guards or peaceful inclinations, but by the iron fist of a crime lord who knows chaos is bad for business.

### VILLAGERS

**Appearance** The halflings of Suurin are gaunt, weak, dirty and distracted. The hobgoblins are squat and musclebound, foul smelling but well groomed. All suffer from visible black veins in the eyes and face—a hallmark of skez consumption.

**Dress** The halflings wear dirty, torn clothing and pay little attention to their general appearance. The hobgoblins are always armed with swords and clad in hard leather armour.

**Nomenclature** *male* Corrin, Haldon, Rinad, Janvryn, Wilmin; *female* Anyra, Leris, Odivra, Uvilda; *family* Brookshire, Greenleaf, Housefur, Meadowood, Soulder.

### MARKETPLACE

When the PCs arrive in Suurin, the following items are for sale:

- **Drugs** blue skez (50 gp), crimson skez (75 gp), green skez (30 gp)

### VILLAGE LORE

A PC may know something about Suurin, its history and surrounds. Determine how knowledgeable the PCs are and then impart some (or all) of the information below:

- Suurin produces copious amounts of the drug skez, which is distributed across the region.
- Devia, the crime lord of Suurin, was born and raised in the village. She left for the city at a young age and returned when her gang kicked her out.
- Devia employs hobgoblin mercenaries to protect her assets. She pays her employees well, but some of the hobgoblins have higher ambitions.

### WHISPERS & RUMOURS

While in Suurin, a PC may hear one or more rumours pertaining to the village and its surroundings. The PC can learn this information in a number of ways: perhaps by overhearing two locals gossiping, chatting with regulars over a few drinks at the local tavern and so on. Use the table below, to determine which rumours the PC learns.

#### D6 RUMOUR

1	Though Devia pays them well, Akarak and Bekarak may soon kill her and take her place.
2	Doric the barkeep spikes his drinks with skez to keep his patrons interested.
3*	Devia murdered her own father when she returned to Suurin.
4	Murgle the hobgoblin is in love with the baker's daughter and wants to save her from Suurin.
5*	Skez is highly explosive in large quantities. The factory could burn down at any minute.
6*	Devia's old gang is interested in acquiring Suurin. If Devia isn't amenable, they will take it by force.

\*False rumour

#### WHAT HAS GONE BEFORE

Suurin was founded in the good old glory days that everybody remembers but nobody can quite pin down. It was passed along as something of a halfling secret, a rural village of warm autumn days and cool summer nights. Halfling men smoked pipes at the Willowbreeze inn and halfling women squabbled over the details of old ma Notley's peach pie. Suurin's problems were rustic and supremely halfling: nothing serious, but just enough to keep the villagers occupied.

When young Devia Brookshire ran away from home, it was quite the scandal. She was gone for a few years, got in good with some big gang in the big city, got kicked out and returned to Suurin with her tail between her legs. That should have been that, but she came back from the city with skez. One by one, Devia convinced the young folk to try the drug and one by one they became indentured to her. She cleared out her late father's burrow, hired a few alchemists and started mass producing the stuff from the nearby flowers. Out flowed the drugs and to Devia flowed the coin. Then came the hobgoblin mercenaries. Then came the overdoses, the murders and the fights in the streets.

Now, Suurin is a drug-addled mess. Gone are the carefree days of pie recipes and summer dances. In their place is a run-down village where drug addicts lie in the gutters and virtually all hope and laughter has died.

## NOTABLE FOLK

Most of the population are nothing more than drugged up peasants. A few, however, are of interest to adventurers:

**Akarak and Bekarak** (location 3; LE male hobgoblin sergeant) Akarak and Bekarak are Devia's two gruff, taciturn and violent bodyguards. They lead a dozen other hobgoblin.

**Albrich Greenleaf** (location 5; N old male halfling) Albrich Greenleaf is one of the few not addicted to skez. He watched the addiction and death of all three of his sons and now does what little he can to subvert the drug trade.

**Devia Brookshire** (location 3; LE female halfling thief 2) Devia Brookshire is the source of Suurin's wealth and woes. She rules Suurin; a crime lord prodigy hopped up on skez and without a shred of moral conscience.

**Leylan Brookshire** (location 7; N male halfling) A close friend of Devia he was the first to become addicted to skez. For some time, he acted as her second in command. Now, he's just another skez-head starving on the street.

**Ragran** (location 2; LN female half-orc) Ragran is a hard working alchemist. She cares little for politics, and keeps her head down. After she accidentally blew up her last employer's laboratory, she's just happy to have a job.

## NOTABLE LOCATIONS

Most of the village comprises halfling burrows. A few locations, however, are of interest to adventurers:

1. **Blue Daffodil Fields:** Fields of dark blue flowers provide both natural beauty and the raw ingredients for skez production.
2. **The Factory:** Within the cramped factory, eight alchemists work in shifts to ensure skez production never stops.
3. **Brookshire Residence:** Devia runs all operations from her ancestral burrow (where she also stores her skez).
4. **The Barracks:** The hobgoblins' barracks is an orderly, foul-smelling enlarged burrow.
5. **Main Street:** Skez-heads stumble across the main street or sleep face-down in the mud beside the cobblestones.
6. **Greenleaf Residence:** Albrich Greenleaf considers himself the last bastion of decency in a corrupted village, and imagines his residence to be the last vestige of Suurin's glory days.
7. **Willowbreeze Bar:** A dark silence pervades this outdoor beer garden where skez is washed down with bitter beer.

