

The Crying Cricket Tavern

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A cellar tavern for goblins at the bottom of a long and windy stair in a most unexpected place. Locals include:

Old Squeazand, proprietor. Horrible hacking cough, raspy voice. Fears outsiders are here just to rough up his patrons and rob him or demand bribes. Extremely greedy and untrusting. Poisoned crossbow at hand. Would rent Purple Room out. Fears a vampire abides in the sarcophagus, slumbering away in an astral dream.

Daggereye Sal. Human, dark widebrimmed hat, black scarf mask. Slippery, mocking voice. Arrived this morning, staying in the Red Room. Believes a valuable weapon is hidden in the inn, doesn't know where.

Belladonna. Fetches orders for tips, too intrepid for this dismal hole. Needs cash to run away with a boy, is sure Squeazand stores his wealth in the sea-owl head.

Most Comely Jode. Card sharp, loves the thrill of the wager. Poisoned stilleto at the belt for defense only.

Blue Jenna. Blueish skin, wizened. Speaks in riddles, has psychic powers. Sometimes shares a bed with Old Squeazand, is more fond of him than she knows. Likes to scare softies with ghost stories, says the Doubtful Dreamer haunts the tavern.

Other Goblins. Roll four d6s.

d6	Prefix	Suffix	Epithet	Description
1.	Gu-	-zzle	Greyhair	smooth-talking grifter
2.	Gry-	-zzy	of Glooms	forgetting his troubles
3.	Yur-	-zmog	Yellowcap	resents intruders
4.	By-	-ggle	the Knife	ready to blow up
5.	Ul-	-ragg	Crukshank	flushed with drink
6.	Nar-	-kydd	Thimblorig	true stan

1. Alehall: The Stompy Hole Nightmare Band (4 goblins on banjo, bones, and jug) plays loudly on a wooden stage. Some 2d6 goblins sit at tables drinking and playing cards (three-card guts) by the light of guttering candles. From a counter on the north wall Old Squeazand sells cups of watery sorghum ale, johnnycakes, and bowls of pickles. A stuffed sea-owl head watches from east wall.

2. Dingy Corridor: Peeling wallpaper, dim candle sconces, three patinaed oil paintings of crabbed, waistcoated, elderly goblins.

3. Kitchen: Counter on the south wall, hearth on the west wall, barrels, cabinets, and stool. Cash of copper coins kept in a padlocked coffer. A cache of gold and silver is hidden beneath a loose hearthstone marked P.

4. Squeazand's Room: Rocking chair, cabinet, drawings, and notes tacked to the green walls.

5. Red Room: Guest room with a small bed, chifforobe, cabinet, stool, hammock hooks.

6. Purple Room: Guest room with a small bed, cabinet, table and stool, hammock hooks.

7. Store Room: Barrels, racks of liquor bottles, jugs, and crates of provender. North exit is barred and padlocked from the inside. Stone sarcophagus on the north wall is chained and sealed. Portable altar there has burnt-down candles, incense ashes, stack of silver coins. Sarcophagus contains:

