

D12 THINGS TO OVERHEAR WHILE IN A TAVERN...

1. {Band of Brigands} Hatching a plan to chum it up with the heroes and get them drunk so they can easily rob them of their coin and magic items after they've passed out.
2. {Stressed Tavern Keeper} Hisses, "I made good on my payments last week. Tell your boss I'm done doing business with her," to a cloaked figure they met at the front door.
3. {2 Scabby Cultists} Sharing a round of cheap ale and discussing which patrons they want to kidnap and sacrifice to their eldritch god later tonight.
4. {Local Youths} Taking bets on what they each think the adventuring party's name is.
5. {Hopeful Wizard} Trying to calm their nerves with a couple rounds of ale before their application exam to wizardry college early tomorrow morning.
6. {Tiefling Twins} Eagerly discussing who they are and aren't excited will be attending their upcoming gala. The party is by-invitation-only.
7. {Table of Thieves} Recounting every move the adventuring party took that day while they were being spied on. The thieves are too drunk to realize the party is here.
8. {Married Couple} Discussing who they think the cloaked figure in the corner is. One thinks they're a made mage, while the other insists they're the disgraced heir.
9. {Old Hunters} Listening to a younger hunter who is explaining they were nearly eaten by a monster in the woods, but none of the other hunters believe her.
10. {Young Commoner} Nervously rehearsing a speech they've prepared for when they break up with their partner this evening. The partner is an NPC the party knows.
11. {Barkeep's Son} Running around telling everyone about the dragon they saw in the woods today, all while one of their parents tries to wrangle them upstairs for bed.
12. {Bounty Hunter} Going around asking all the patrons questions on the recent whereabouts and activities of an NPC the party is dear friends with.

