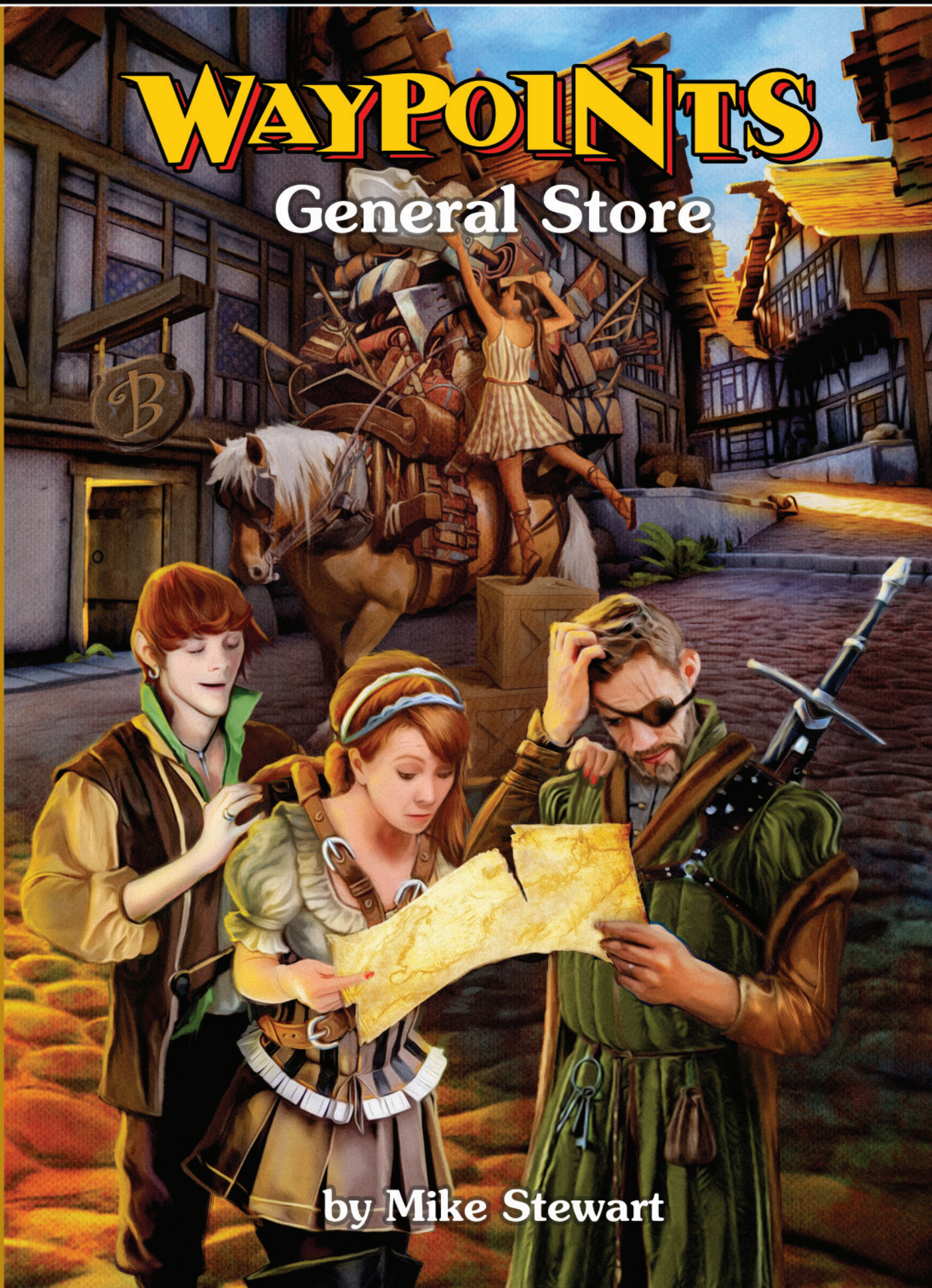




FROG GOD GAMES ADVENTURES

WAYPOINTS

General Store



SYSTEM
NEUTRAL

by Mike Stewart

WAYPOINTS: GENERAL STORE

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WAYPOINTS: GENERAL STORE

Welcome traveler, how many days journey remain until you see your destination on the horizon? Adventure is what your players crave. They seek fortune around every corner. Alas, glory is often found in remote locales that require a perilous journey before they can even begin their quest. Expeditions do not happen instantly, and the journey can be an adventure all its own. What will they find? Where will they stay? Where can they get a drink on the way? **Frog God Games** wants to help make the journey a more engaging aspect of your game with *Waypoints*: A series of digital releases focused on individual places that range from key locations such as a temple within a city to a secluded inn at the edge of civilization, its lonely hall only nominally a subject to any faraway king. The *Waypoints* series will highlight a single business, public building, or other more fantastical point of interest and is designed to be a creative interlude for everything from rest to rescue. All the mechanics within the text are general and designed to apply to any popular tabletop roleplaying game system.

THE GENERAL STORE IN ROLEPLAYING:

Finding adventure where none is expected can be quite serendipitous. Will a mundane visit to Ferd's Fabulous Fineries put the players in an unexpected quandary? Will their simple desire to find food and provisions lead them on a manhunt across dark and dangerous forests in search of the caravan master who wronged the proprietor of the local general store over a territorial dispute? The characters will find Ferd lamenting outside his store, and he will tell them that he purchased a handful of fine-cut gems from the last caravan master that rolled through town. The next morning, small, winged humanoid creatures hatched from the gems and have begun destroying his store and wares. He will offer the characters a steep discount on all trade goods if they will first rid his store of the impish demons and then track down the culprit, Caravan Master Bandress. What's complicating matters further is Ferd's kingdom has only a shaky peace with Master Bandress', and it would be beneficial if the characters could handle the deed discreetly and with haste: before Bandress' caravan makes it back to his home kingdom.



The general store is an establishment that offers crafted items not readily available in its particular region. They are predominantly found in towns or large communities; smaller hamlets, villages, and thorpes tend to have an insufficient customer base to support such businesses. General stores may also be located along caravan routes or well-traveled roads and riverports. The proprietor of a general store earns a living by purchasing odds and ends from passing peddlers or locals and selling them at the store for a profit. Due to the variety of such items for sale, most communities with a store will not have a bazaar for traveling merchants, and the general store owner can be expected to be hostile to any such competition.

While every general store will try to purport itself as an emporium of items from near and far, most will tailor their inventory to the local community. Farm plows will not easily be found in a fishing town, nor will boat anchors in a landlocked territory. An occasional odd item might be evident because the merchant got a good deal on it, maybe took it in trade, or even lost a bet and got stuck with a useless (to the owner) item that he only wants to get rid of. But this shouldn't be too frequent, else the player characters will expect every general store encountered should have everything in the rulebook available for listed purchase rates. Not so, and Game Masters should discourage such mindsets, as otherwise a store becomes nothing more than a convenience store writ large with no personality or interest.

THE GENERAL STORE OF BRISBOURNE OF LAKEVIEW

Brisbourne, the owner, is shrewd in business dealings but not bright in most other things.

1. ENTRYWAY:

The door to the store is painted a garish yellow, with the upper half used as a sign which depicts an elaborate "B" surrounded by various commonly used items, all in bright red, including a barrel, wine bottle, hammer, bundle of rope, saddle, and plow blade. The door is wooden with iron reinforcements and two bronze locks. (Brisbourne believes in security.) The locks are challenging, but he has the hinges of the door on the outside, so it would be simple to remove the pins and lift the door out of the way.

2. SALES ROOM:

The front two-thirds of the ground level of this shop is dedicated to the large number of miscellaneous items that Brisbourne offers. Rather than give a list of items, Game Masters should use the following table to see what is

being offered.

First, if a customer requests a particular item, the Game Master should roll the percentage chance for Brisbourne having the item. If the number rolled is half or less of the score needed, he has several items of its type for sale. If the roll is more than half, then he has one such item and will want to sell it for 2x standard price. If the roll is made but within 5% of the score, then he will demand 4x standard price, insisting on the difficulty in obtaining such a fine item in these parts (regardless of the truth!).

Category	Item – % roll
Groceries	80%
Travel Rations	50%
Tents and Camp Gear	40%
Farming Equipment	60%
Hunting & Fishing Gear	40%
Clothing	70%
Carpentry Items	45%
Saddle & Tack	55%
Grooming Items	40% (more animal than human)
Armor	10%
Weapons	20%
Miscellaneous	50%

These rolls will be in effect for a period of time, usually from 3–6 days (1d4+2) unless the Game Master decides a caravan comes through the town, and thus, more items could be available.

3. EXCHANGE DESK:

Here is where Brisbourne will handle any final sales and drop the coins into a slot built into the wall behind the desk. This slot drops into the basement where a wooden and iron box with a similar slot will receive coins from the day's sales.

If customers demand it, Brisbourne will provide a receipt for a purchase with scrap papers on the desk and a quill and ink stand. His writing is very poor, however, and most people will require a successful Intelligence check to decipher his scrawl.

4. BACK ROOM:

This area can be entered through a locked door from the Sales Room and through another locked door leading outside to the back of the building. This area is where Brisbourne assembles recent products imported from

GENERAL STORE

caravans or bought in bulk from local farmers. There are some valuable items in this area, but it will take hours to search and find them all, something Brisbane will not condone.

There is a wrought iron spiral stairway leading upstairs to Brisbane's apartments, and the door is locked with two separate locks (same as front door to the shop).

5. BASEMENT:

Various crates and kegs of dry foodstuffs may be found here, along with the aforementioned chest against the wall to receive the coins from sales. The coins travel through a lead pipe which allows them to land into the chest directly. Anyone wishing to force the chest open will find it a difficult proposition. The chest contains 4–40 (1d10x4) gold pieces, 6–60 (1d10x6) silver pieces and 10–100 (1d10x10) copper pieces, depending on the time of day and how long it's been since he's emptied the chest.

SECOND FLOOR APARTMENTS

6. STAIRS:

These stairs are located on the back wall behind the store and are accessed directly from the back door. The wooden slat stairs lead directly up to the family's apartments on the second floor. The door at the top is wooden with reinforced iron fittings and has a lock of well-made iron (equal to the two bronze locks on the front door).

7. DEN:

This room is the place where Brisbane drops his various articles of clothing or miscellany when he's moving from the stairs to one of the other rooms. As a result, it is very cluttered, with several pairs of clothing apparel laying on various pieces of furniture. In truth, most of the furniture consists of simple wooden stools and upturned crates or bins. Brisbane, being stingy, skimps on most of his domestic items. A search of the room will find bits of clothing, leather belts or shoes, pouches, hats, and what not, none being worth much. No valuables will be here as Brisbane does keep careful track of those!

8. KITCHEN AND PANTRY:

This area is normally where meals are prepared, but alas, Brisbane isn't much of a cook. There is a keg of cheap ale on the sideboard with a tap on it, and a couple of loaves of not-too-moldy bread. A half-wheel of a cheese is found in the side pantry (no door to this alcove) as well as dusty tin plates and wooden mugs. There is a small fireplace in here, ostensibly for cooking but apparently unused as there are cobwebs in the chimney and obviously old ashes

in the grate. A small metal key that opens the hidden safe in **Room 9** is hidden behind one of the loose topstones near the ceiling. Count any Search attempt as searching for secret doors, and the player must specify that their character is looking on the outside of the chimney stones (not just the hearth or grate).

9. MASTER BEDROOM

This is the bedroom used by Brisbane when sleeping (which he does about 6 hours a night, from 11 pm to 5 am). Like the rest of the apartments, it is messy and rather plain. The furniture is roughhewn and has been obviously repaired several times in order to avoid purchasing new items. The bed has a feather mattress, but the feathers are so old that a permanent dip in the center has been created, and the stuffing is more bits of feather than anything. A wooden chest of drawers is on the opposite wall from the bed and has a brass mirror over it (which needs polishing). In the drawers are piles of commoner's clothing, unkempt but clean. Located to the left of the doorway, a plank wood short cabinet with a rusty iron chamber pot within it completes the "furnishing" of this room.

If the chest is moved, one will find a loose bit of wood in the wall that hides a lock safe (very difficult to open, he didn't skimp on this!). The chest contains 100 gold pieces, 221 silver pieces, 400 copper pieces, and 4 gems (worth 500 gold pieces, 300 gold pieces, and 2 x 200 gold pieces). The key to the lock is hidden behind a loose stone in the kitchen fireplace and no amount of persuasion will convince Brisbane to give its location.

10. STOREROOM:

This room is a storage area for furniture, pots, pans, or other items that are useless, but Brisbane, being a pack-rat, can't throw any of it away. The Game Master is encouraged to note the piles and piles of junk in this room, but if adventurers wish to spend valuable time searching, then by all means let them. Such treasures they might find are a pot with the bottom rusted out, one shoe, a hat with half the brim missing, a dead rat (probably mummified), a book on carpentry, a sword blade with no tang or handle, and other such "finds" of dubious value.

ADVENTURE HOOKS FOR THE GENERAL STORE OF BRISBOURNE OF LAKEVIEW:

The following are a few ideas on how to get a party of adventurers involved with a local general store and its proprietor.

- Brisbourne is selling refurbished armor and/or weapons at a greatly reduced rate from the standard costs one would expect. This can be due to an innocent exchange in which Brisbourne got a good deal, or something more malicious. Perhaps he is taking armors and weapons from an old battlefield grave, refurbishing them, and selling them at profit. In such a case, perhaps the spirits of those long-dead warriors are angered at their rest being defiled and seek revenge upon both the seller and purchasers alike.
- A mischievous haunting has invaded the store, and Brisbourne of Lakeview needs assistance in getting rid of it. This can be a true spirit, a small fey causing mischief, or even pranks by a local group of children upon the mean old grocer. If the party finds the children and treats them cruelly, have one of the children be the son or daughter of the local mayor or reeve, with all the trouble that can entail.
- The store owner's available merchandise for sale is curiously of poor quality. This is a result of the past several caravans being regularly assaulted by brigands on the trade road or river. The local constabulary cannot — or will not — stop the depredations, and Brisbourne of Lakeview needs some assistance. He will prefer hiring outsiders as he believe it is less likely that they will be under the influence of local interests. For this aid, the store owner will pay for the assistance, either in coin or in trade for supplies. As usual, this can be all it seems, or perhaps the local reeve is taking a bribe to ignore the brigandage, or the reeve just might be incompetent. Stupidity is often more at fault for poor performance than evil intent, especially in government!
- The adventurers are exploring a large dungeon or wilderness area and have gravitated to a single town and its general store for equipment and refit. Brisbourne of Lakeview is friendly, has good supplies (not easy for dungeon delvers), and on occasion cuts the party a deal of 5–10% off large purchases. The next time the player characters return to the town, they find their friendly store owner in the stocks and his shop closed by the local constables. He is accused of selling junk to locals and even of thieving customers of their purses while they shop in the general store! Naturally, Brisbourne protests his innocence and begs for assistance from the kind adventurers.

At this point, unless the player characters are of hard hearts and evil disposition, they have a bit of a conundrum. Do they forcibly free Brisbourne? Such might gain the proprietor's freedom but not his store. Do they post bail with the reeve? In such case the adventurer in question must remain in town as a guarantor of the store owner's good faith. Perhaps

the party can disclose the duplicity of the constabulary or of another town resident wanting to start her own store who is trying to eliminate the competition. Perhaps the charges are true and Brisbourne of Lakeview is a thief and simply was waiting for a good chance to rob the adventuring party? The Game Master can make this scenario as complex or as simple as wished. Regardless of the variations taken, the party might not look at a simple general store the same way again!

FURTHER GENERAL STORE INSPIRED ADVENTURES:

THE RUNAWAY MAID

Good help is hard to find, acceptable help is not worth half its cost and indentured servants/children always run. A local lass known for being a free spirit decided to taste true freedom and escape her toil. Without map, torch, or even an intended destination, she wandered the wilderness in the moonlight. Feeling deflated, she slid down into a crevice, sobbed, and finally fell into a deep sleep. The storeowner was not cruel, but he did tend to expect his help to rise, as he preferred, before dawn. Frustrated during his 5-minute wait for a sign of the young maid, he called out across the little store. She was gone but not for long.

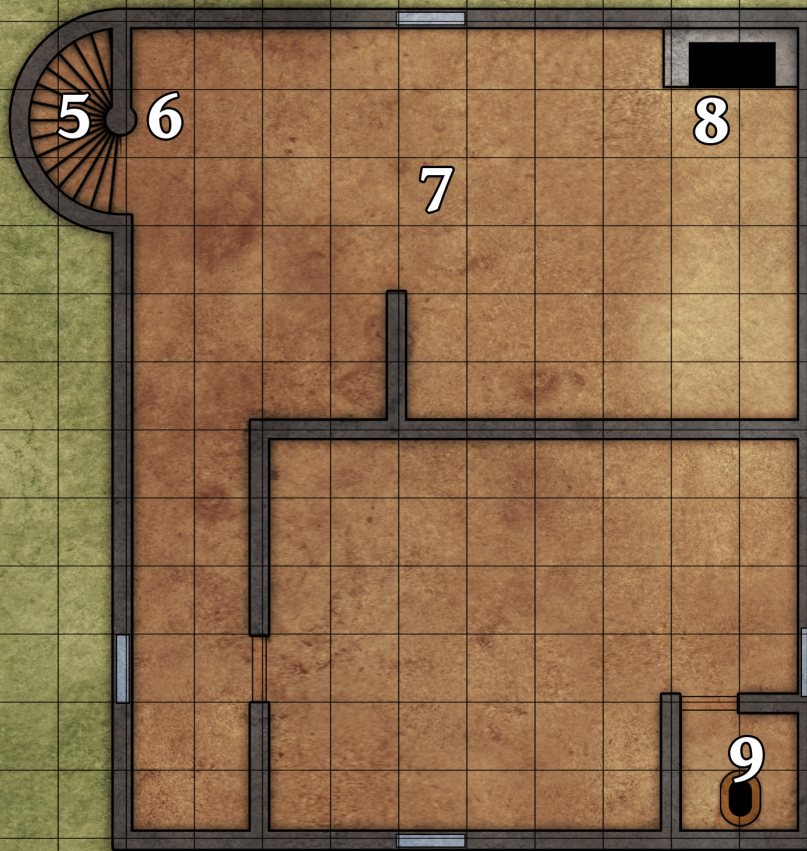
A NOSE FOR TROUBLE

The foul stench coming from the direction of the Finch & R'kestric Meadery has set off a feud between two normally sensible entrepreneurs. Bubbling up to boiling, the invective pours forth in abundance and vitriol. With the peace of the small business district at stake can the adventurers stop the petty war of words before the pitchforks come out? The actual culprit is not who, or what, they expected but the curse needs to be lifted and heroes are already in town.



GENERAL STORE

Upper
Floor



GENERAL
STORE

1 Square - 5 Feet

Ground
Floor



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