Mitchell and Son

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The general supply house is a one-stop-shop for all manner of goods and equipment that one might need to survive and thrive in the post-apocalyptic world. The store is run by a shrewd and resourceful merchant named Mitchell, who has a keen eye for spotting valuable items and a knack for haggling.

The shelves and tables of the store are stocked with an eclectic mix of goods, including tools, weapons, clothing, and foodstuffs. There are racks of sturdy leather jackets and boots, stacks of canned food and dried rations, and piles of assorted tools and hardware.

Mitchell is always on the lookout for new and interesting items to stock in the store, and is not above taking risks to acquire them. He has a network of contacts throughout Cresthaven who bring him rumors of valuable caches of goods or unusual items that he might be interested in.

Despite his focus on commerce, Mitchell is a friendly and personable man who is happy to chat with his customers and offer advice and information about the world outside. He is a skilled negotiator and is always willing to haggle and bargain with his customers to find a fair price for both parties.

Whether you need a reliable set of tools, a sturdy pair of boots, or a hearty meal, the general supply house is the place to go in the post-apocalyptic world.

Rumors

Mitchell’s son, Remy, has a secret stash of rare and valuable items that he keeps hidden away from the public eye. Some say that he only shows these items to his most trusted customers, while others claim that he keeps them locked up in a hidden room in the back of the store.

Mitchell is not just a merchant, but also a skilled mechanic and inventor. Rumor has it that he has built a variety of unique and useful devices, including weapons, vehicles, and even mechanical golems, which he keeps in his workshop hidden away in the depths of the store.

Mitchell is secretly working to overthrow the ruling powers of the Cresthaven and establish himself as the new leader. Some say that he is gathering an army of loyal followers, while others claim that he is using his wealth and influence to manipulate the political landscape behind the scenes.

The general supply house is haunted by the ghosts of Mitchell’s past customers, who were unable to pay for the items they purchased and were never seen again. Some say that their spirits still linger in the store, causing strange occurrences and eerie sensations to those who enter after dark. However, others dismiss this as mere superstition and nonsense.

Michell

Mitchell is a tall and lean man, with sharp features and piercing blue eyes. He keeps his dark hair cut short and neatly combed, and his beard is always well-groomed. He has a rugged, weathered appearance, with a tanned complexion and a few faint scars on his face, hinting at a life of adventure and danger. Furthermore, he typically wears a faded leather jacket over a simple shirt and jeans, and a pair of sturdy boots. His hands are calloused and rough from years of hard work and handling various goods, and he often sports a pair of gloves to protect them. Despite his intimidating appearance, Mitchell has a friendly and approachable demeanor, and always greets his customers with a warm smile and a twinkle in his eye.

Race: Human

Class: Thief

Level: 6

Ability Scores:

- Strength: 0
- Dexterity: +4
- Constitution: 0
- Intelligence: +2
- Wisdom: 0
- Charisma: +3

Equipment:

- Shortsword
- Light Crossbow
- Thieves’ Tools
- Leather Armor
- Backpack
- Bedroll
- Rations (5 days)
- 50 gold pieces

Personality: Mitchell is a shrewd and resourceful man, with a quick wit and a keen eye for spotting valuable items. He is always on the lookout for a good deal, and is not above taking risks to acquire rare and unusual goods. He is friendly and personable, but also cunning and manipulative, using his charm and charisma to get what he wants. Furthermore, he is fiercely loyal to his friends and allies, but will not hesitate to betray or double-cross anyone who crosses him.