

Sunny Times

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Setting: A backwater village in unappealing terrain; adaptable to any genre or period that has agriculture (imperial China, post-apocalypse, etc.).

Themes: Reconciliation versus rivalry/conquest - rumor, circumstance, suspicion - old misunderstandings - deep stubbornness.

Narrative outline: Need - Introductions - Blocked Path - Discovery - Resolution

Quest outline

A small village once did good business because of its famous sausagemaker, but the economy collapsed after he died. He didn't take his recipe to the grave, though: the recipe was split between the two farmers that grew the secret spices. The problem is that those farmers have been bitter, immovable rivals for decades, and they would rather see the town wither than reconcile. Can you make the sausage great again?

1. Visit town
 - Talk to town
 - Learn about sausage & town
 - Agree to help recover recipe
 - Explore the sausagemaker's
2. Meet the farmers
 - Bullfrog
 - Leti
3. Get recipe
 - Gather partial evidence
 - Gather full evidence
4. Resolution
 - Help town
 - Hurt town

Solutions

- *Convince one farmer:* mediocre sausage.
- *Convince both farmers:* genuine sausage.
- *Reveal a secret:* extra reward.
- *Murder:* sell recipe to competitor, make crappy sausage.
- *Steal recipe:* give to the town or sell for crappy sausage.

Characters

Bullfrog, the root farmer: Quiet, stubborn, explosive. Ridiculous insults: "I wouldn't shit on his face if he planted flowers on it."

Leti, the herb farmer: Talkative, judgmental, cheery. Backhanded compliments, nitpicking: "Our town used to attract better visitors..."

Townfolk:

- **Town Leader**
 - Also the grain farmer
 - Grain is used to bake bread for sausage rolls
 - Sad to see the town fall
 - Level-headed but frazzled - feeling responsible for the town
 - Economically hurt by loss of business
 - Has family & farm hands to support
 - Also sold grain to rancher as feed
 - Offers reward: Cut of grain sales
- **Baker**
 - Bakes bread for sausage rolls
 - Used to bake specialty pastries that brought a few traders by, but had to reduce selection because the two farmers won't sell to the same person
 - Pragmatic, no BS
 - Soft spot for kids (might not acknowledge)
 - Married to schoolteacher (childless?)
 - Gave surplus to schools
- **Rancher**

- Slaughtered meat for sausage, main business
 - Town too far for traders to regularly buy meat
 - Will move ranch if business doesn't improve
 - Wanna-be slick businessman
 - Ambitious, wants to compete with big ranchers
 - Was expanding, had to scale back
 - Has family & ranch hands to support
- **Schoolteacher**
 - Cares for town's children (from townsfolk and ranch/farm hands)
 - Town's funds paid for school from sausage tax
 - Children learning to expand the town as traders, farmers, etc.
 - Persistent in caring for kids
 - Patient, intelligent, harshly honest if pressed
 - Traders brought in books & other knowledge, but no longer
 - Copied books to sell? Building library?

Background notes

Initial quest ideas: A doctor needs medicine but doesn't have the ingredients. A town needs to make unique sausage to sell but doesn't have the recipe. A city needs equipment repaired but doesn't have the parts or blueprints. (I went with the sausage because it's funnier and food issues have many facets.)