General Store

Immussbaum.com/general-store/

13 Colonies Navigation	This page describes the function of the general store within a colonial community
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13 Colonies Regions	The General Store was an important part of any colonial town or community. It often served as a gathering point where people could debate politics, or sift through the latest European imports. Coffee, produce, cheeses, and candles were among the many products sold at the general store. Merchants at general stores also sold metal goods, tins, wrought-iron decorations, playing cards, barrels, furs, guns, clothing, and anything else imaginable that could be sold. Farmers would often come with their extra meat, vegetables, and eggs to sell or trade.
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Trades

Apothecary

Wigmaker

Harness & Saddlemaker

Blacksmith

Milliner

Hatter

Cooper

Brickmaker

Printer

Cobbler

Tavern Keeper

Wheelwright

Candlemaker

Gunsmith

General Store Keeper

Silversmith