

SIDEWINDER RECORDED

FRONTIER TOWNS

FORT GRIFFIN



VOLUME 1

DHR1020
CENTRAL STATES
AND
OF THE
WESTERN STATES
1/4 Square Miles
Scale of Miles



FRONTIER TOWNS: FORT GRIFFIN VOLUME 1

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Frontier Towns

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INTRODUCTION

The Old West can be a dangerous and deadly place. Frontier towns offer much needed refuge, where adventurers can slake their thirst, satisfy their vices, load up on provisions and maybe, just maybe, get a bath.

Welcome to the Frontier, pardner. Depending on the place and time, visiting a Frontier Town can be either a wild and wooly experience, or a staid and downright boring affair. Now if you're looking for the latter, you might as well close this book and go on down to the library, or maybe the soda shop. With *Frontier Towns*, we here at *Dog House Rules* are aiming for the former, hoping to bring alive some of the more interesting places where a vibrant, exciting *Sidewinder: Recoiled* campaign might take place. Shucks, we figure you can be bored any old time, so this sourcebook is designed to help you spice up the flavor of the Old West in your game.

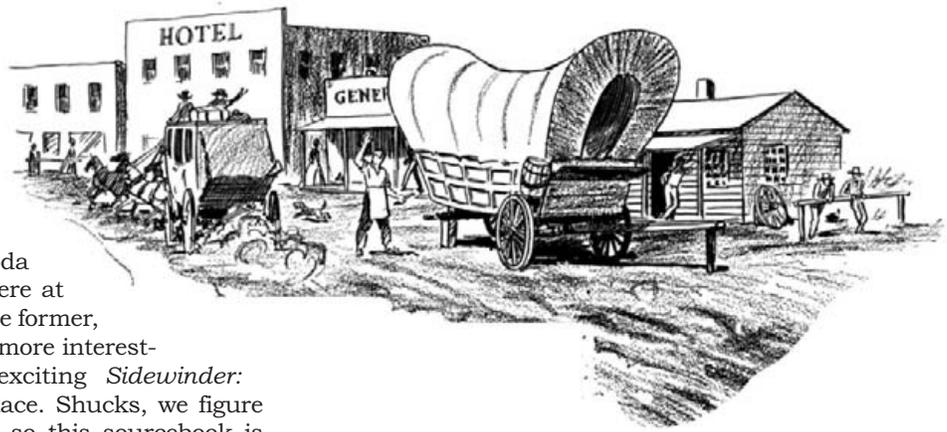
A wise old hombre once said "No man is an island" and it's just as true that no building stands alone. So, to provide a cohesive setting that you can implement immediately, we've located all of the establishments in this supplement in a little place called Fort Griffin, Texas. The buildings and their inhabitants can be used right off the shelf, so to speak, making it easy to create various role playing opportunities and spawn adventures with Fort Griffin as the primary setting. (See the section that follows for the background and a brief description of Fort Griffin and The Flat, and visit www.doghouse.rules.net for free Fort Griffin and North Central Texas maps).

But keeping flexibility in mind, all *Frontier Towns* locales are presented in a way that will allow you to use them as you see fit. It should be quite feasible to uproot any of these establishments and drop them into a frontier town of your own creation. Need a saloon, a stable or a jail but don't have the time or energy to draw one up? Just grab one from here and transport it to wherever your little heart desires and tweak it to fit your chosen environment (visions of Dorothy . . . but in this case, not in Texas anymore!).

Frontier Towns Basics

For consistency, each establishment contains the same basic elements. A quick review is in order.

Background: This includes a brief overall description of the establishment, its history and overt physical characteristics.



Map: A floor plan of the building, in standard 1 inch = 5 feet square scale, is provided, complete with graphic presentation of major furnishings, interior structures and points of egress. In addition to the maps found within these pages, three separate PDF files contain larger maps for the Judge's easy reference and note-making, as well as actual table-top maps for gaming sessions (especially useful when miniatures are used in game play).

The three PDF files are:

- Judge Reference Maps.pdf – containing a full page map for each establishment, intended for the Judge's use and possibly as handouts.
- 15mm Battle Maps.pdf – containing full scale 1/2" = 5' maps that you can print and piece together for table-top gaming sessions.
- 25mm Battle Maps.pdf – containing full scale 1" = 5' maps that you can print and piece together for table-top gaming sessions.

Building Key: Detailed descriptions of each area depicted on the floor plan are provided. These descriptions contain everything needed to use the establishment without further work, but are by no means comprehensive. Judges may wish to add or subtract details as necessary, tailoring the place to fit the style and substance of their campaign. While specifications are given to help facilitate game play, these can be altered or embellished as a Judge desires. All rooms and specific areas are numbered for easy reference.

Personalities: Without folks around to make things happen, an establishment would be nothing more than a hunk of wood and stone. Thus, each building includes a few personalities to help populate your town and create

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PETE HAVERTY'S LIVERY

Many a cowpoke would sooner spend two-bits to board his horse than buy a decent meal. Ain't no big mystery; a well-rested mount can mean the difference between life and death on the trail.

Call it a barn, a stable, or a livery; Pete Haverty doesn't really care. To him, it's just a building. A place where he can earn an honest living taking care of horses—or buying, trading and selling them for that matter.

Truly, there's nothing special about the livery. Made entirely of wood and built before Haverty arrived in The Flat, this two-story structure, although weathered, remains sturdy because of the diligence of its current owner and his employees. They make sure the place is in good shape—painting and repairing aging planks and keeping it tidy. Haverty has gradually improved the building, adding the custom stalls shortly after purchasing the business and remodeling the office and storage area in the last two years.

The first floor has an outdoor corral, indoor stalls and an office, while the second floor serves as a hayloft—with all of the sights and smells that you'd expect in any barn designed to board horses. Pete frowns on boarding anything other than a horse, but he can be persuaded to let a man flop in a stall or the loft for a night, or to board some other livestock if the price is right and the request is honest. When it comes to horses, Pete will swap, trade

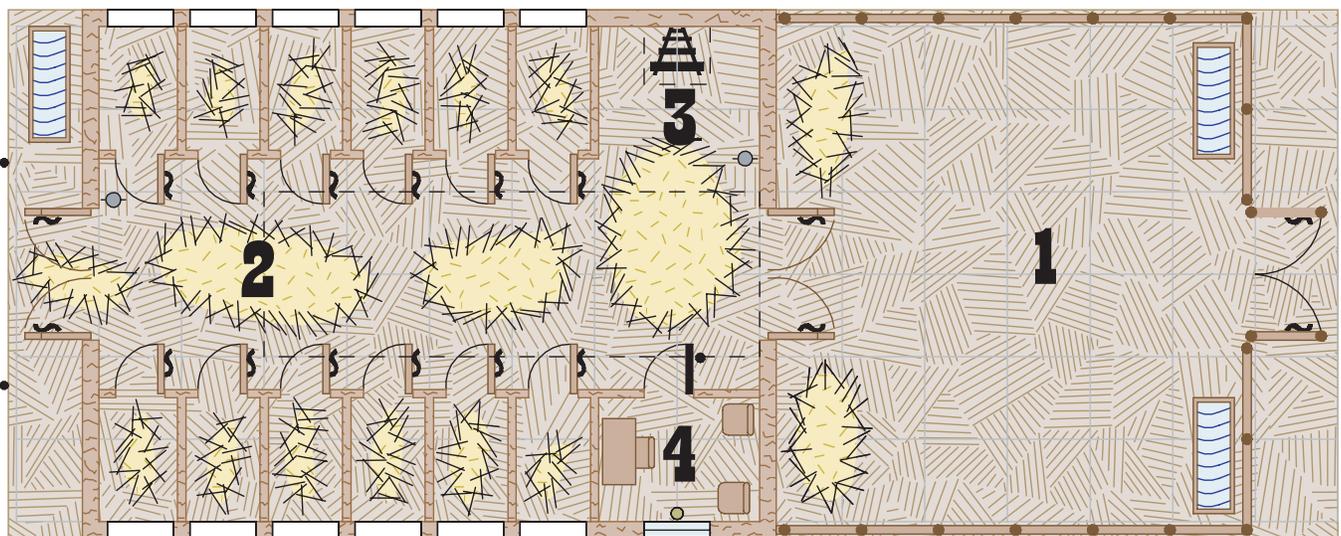
or rent a horse with any man, any time. He guarantees that someone will be at the livery at all times, keeping an eye on all four-legged guests. Furthermore, if asked, he guarantees to track down anyone who harms or steals any horse boarded at his place.

Building Key

1) Corral

Enclosed on three sides by a split-rail fence, this large 30' by 30' open area provides ample space for horses to mill about in the fresh air. A double-swinging wooden gate allows access from the main road, secured from the inside with a sturdy bar.

The corral has a hard packed earth surface, with a water trough on each side of the front gate. Benny Sanders, the stable boy, keeps the water fresh and free of debris. During the day, there's a 50% chance that Max the dog will be out here and it's 30% likely that either Benny or Pete can be found in the corral or nearby outside.



FIRST FLOOR

1 SQUARE = 5 FEET

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JUST PASSING THROUGH AND TYING IT ALL TOGETHER

Iffin' you decide to use some or all of the buildings in this Frontier Towns product as part of one locale, these ideas should kindle some downright agreeable and possibly long term adventures.

As noted in the Introduction, this supplement can be used piece by piece or as a complete unit. Joined with other Frontier Towns products, a Judge may assemble a full, robust town—whether using the default setting of Fort Griffin or changing all the names and places to fit into a home-brewed campaign. The following additional personalities and adventure hooks are provided to help Judges make connections between the various buildings and personalities in *Frontier Towns: Fort Griffin Vol. 1*.

Personalities

Any variety of Judge characters could pass through town, from famous gunfighters such as Doc Holliday to itinerant gamblers such as Emmet Calhoun. While these folks aren't likely to have particular ties to a single establishment, they could show up anywhere or be included in some of the adventure hooks that follow. For example, when word of the high stakes poker tournament tumbles across the plains, some interesting folks are likely to pay a visit to The Flat, including Holliday and Calhoun. And the festivities surrounding a horse race or prizefight are sure to draw opportunists like Killer Kirbee and The Weasel.



John Henry "Doc" Holliday, D.D.S.

The legendary dentist turned gambler spent some time in Fort Griffin after heading west. Born and raised in Georgia, Holliday graduated from the Pennsylvania College of Dental Surgery in Philadelphia. During his attendance there, he spent many hours in gambling halls in the red light district. Returning to Georgia, he set up a practice but it was short-lived, as Doc had contracted consumption. In 1873 he left Georgia and started his career as a gunfighter and gambler, initially in Texas. While he occasionally pulled teeth, he made his real living at the card tables.

Holliday has several connections to other personalities in Fort Griffin, from his on-again off-again lover Big Nose Kate to saloonkeeper John Shannsey. Doc might be found dealing faro at Shannsey's or playing poker at any of the saloons in The Flat. Reminded of his death sentence with every cough, Holliday is an inconsolable and fearless man. He sips whiskey almost continuously, one



DOC HOLLIDAY IN THE 1870S



Most accounts agree that Doc Holliday arrived in Texas in 1873. Details about exactly when he spent time in Fort Griffin are unclear, but there is little doubt that he did visit The Flat from time to time.

Based on the premise that Doc's visits occurred in the mid-to-late 1870s, the Dog House Gang has decided to provide statistics reflecting an experienced and deadly Holliday, circa 1877; he's formidable but not yet at the height of his gunfighting and gambling career.

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but he always seems to get out of trouble somehow. For a few months, Weasel and Kirbee have been plotting with Indian Kate to ambush some of her clients. They've been pretty careful about it, picking a mark now and then and avoiding undue attention, but lately they've been getting bolder.

Lewis "Killer" Kirbee

Another one of Indian Kate's friends, Lewis Kirbee's nickname is about as misleading as it gets. He's never killed anyone, although he has seen his share of trouble and he can be downright mean when a mood strikes him. A remarkably handsome young man, Kirbee was given his nickname by Kate, because she told him he could be a lady-killer with his good looks. He does have a knack for charming the young ladies, but he really wants to be a famous (or infamous) outlaw and he has plans to establish his nickname for real during an upcoming caper. He has been trying to convince Indian Kate to lure some wealthier clientele to her shack, or alternatively, to kidnap the child of a wealthy merchant that regularly stops in The Flat to trade.

Adventure Hooks

So many possibilities, so little time. While all of the buildings and locations in Frontier Towns are provided in a stand-alone format, the real fun begins when a Judge links them together in bigger adventures. To help those Judges wishing to create on-the-fly one-session incidents, or even more involved long-term scenarios stretching over multiple gaming sessions, we offer the following plot seeds.

Whose Deal Is It?

No one draws a crowd quite like Lottie Deno. Shannsey and Bennington both know it. They have maintained a friendly rivalry for some time, each man grateful to have Lottie's services as a dealer in his establishment. But both men would prefer to have an exclusive contract, a fact that has engendered unending posturing, scheming and deal-making.

So far, Lottie has maintained the advantage, gently calling each man's hand when she needs to. Nevertheless, sooner or later the bluffs and counter-bluffs are bound to lead to hard feelings or just plain cheating.

There are numerous ways that player characters can become involved in such an enduring conflict.

1. They could become friendly with either man, helping him to convince Lottie that she should favor one establishment over the other.
2. They might become friends with Lottie, helping her to continue pitting the two men against each other.
3. Whether intentional or not, they make an enemy of Lottie, who won't deal faro when they're present in either saloon (drawing the wrath of that particular owner and creating tensions that could manifest in

Lewis "Killer" Kirbee (Charismatic Ordinary 3, Strong Ordinary 1)

Sex: Male

Birthdate: April 28, 1858

Birthplace: Waco, Texas

Heritage: American

Weight: 185 lbs

Height: 5' 11"

Hair: Black

Eyes: Brown

Allegiances: Indian Kate, Willard Vickers

Challenge Rating: 3

Level: 4

Grit Dice: 3d6+1d8 (17)

MDT: 11

Initiative: +2

Speed: 30 ft.

Base Attack Bonus: +2

Grapple Modifier: +3

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 0

Reputation: +2

Defense: 14, touch 14, flat-footed 12, (+2 class, +2 Dex)

Saving Throws: Fort +3, Ref +4, Will +0

Abilities: Str 13 (+1), Dex 14 (+2), Con 11 (+0), Int 12 (+1), Wis 8 (-1), Cha 15 (+2)

Attacks: Fists +3 (1d3+1 nonlethal; Crit: 20)

Knife +3 (1d4+1; Crit: 19-20)

Colt Thunderer +5 (2d6; Crit: 20; Range: 30 ft.;

Ammo: 6 cyl.)

Occupation: Laborer (class skills: Handle Animal, Intimidate, Ride)

Skills: Bluff +6, Diplomacy +6, Gamble +1, Gather Information +4, Handle Animal +5, Intimidate +10, Knowledge (streetwise) +4, Knowledge (tactics) +2, Knowledge (theology and philosophy) +3, Listen +2, Profession +2, Read/Write Language (English), Ride +6, Sense Motive +1, Speak Language (English), Spot +2

Feats: Heroic Surge, Personal Firearms Proficiency, Simple Weapons Proficiency, Weapon Focus (Colt Thunderer)

Class Features: None

Possessions: Colt Thunderer, .41 center-fire rounds (20), plain holster, knife, cowboy boots, cowboy hat, trousers, fancy shirt, cheroot cigars (3), gun cleaning kit

the saloon or elsewhere).

4. They could become enemies of one of the men, a fact which Lottie uses to her advantage when cutting deals for her services (e.g. she pretends to like them so she can "give up" something in return for what she wants).
5. One (or more) of the characters could be an innocent bystander who chooses to become involved after wit-

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