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# INTRODUCTION

*The Old West can be a dangerous place. Life on the trail can bring hardship, peril and death. 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 and a clean shave. Even a brief visit to civilization holds the promise of clean skivvies, a night's sleep in a real bed and a chance to get patched up by the local sawbones.*

Welcome to the Frontier pardner. Depending on the place and time, visiting a Frontier Town can be either a wild and woolly 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 this Savaged version of *Frontier Towns: Fort Griffin*, we here at Dog House Rules are aiming for the former, hoping to bring alive an interesting locale for a vibrant, fast and furious Old West roleplaying experience. 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, or Weird 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—or The Flat iffin' you're a local. The buildings and their inhabitants can be used right off the shelf, so to speak, making it easy to create various roleplaying 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.)

Keeping flexibility in mind, this *Frontier Towns* collection of people and places is presented in a way that allows you to use the content as you see fit. It should be quite viable for a GM (we prefer the title of Judge) to uproot any of these establishments and drop one or more into a frontier town of your own creation. We reckon that a number of these establishments could serve in a non-Western game, with a few adjustments.

Need a saloon, a stable or a jail but don't have the time or energy to draw one up? Or maybe the heroes suddenly develop an itch to visit a drug store, a blacksmith or a barbershop. Or perhaps a feller requires the services of a doctor, or worse, an undertaker. Feel free to filch an establishment from here and transport it to any ol' place of your choosing, so you can get your very own frontier burg in apple pie order.

Anyhow, thanks for paying a visit to our town. We hope you'll stay for a spell and enjoy this Savaged version of *Frontier Towns: Fort Griffin*. It's an honor to have you here.

## 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. We shouldn't forget to mention that we included two area maps – noted in a section later in this Introduction – although we reckon they would be hard to miss.

In addition to the maps found within these pages, the Dog House Gang has provided three separate files containing all of the maps for the Judge's use.

The two map files are:

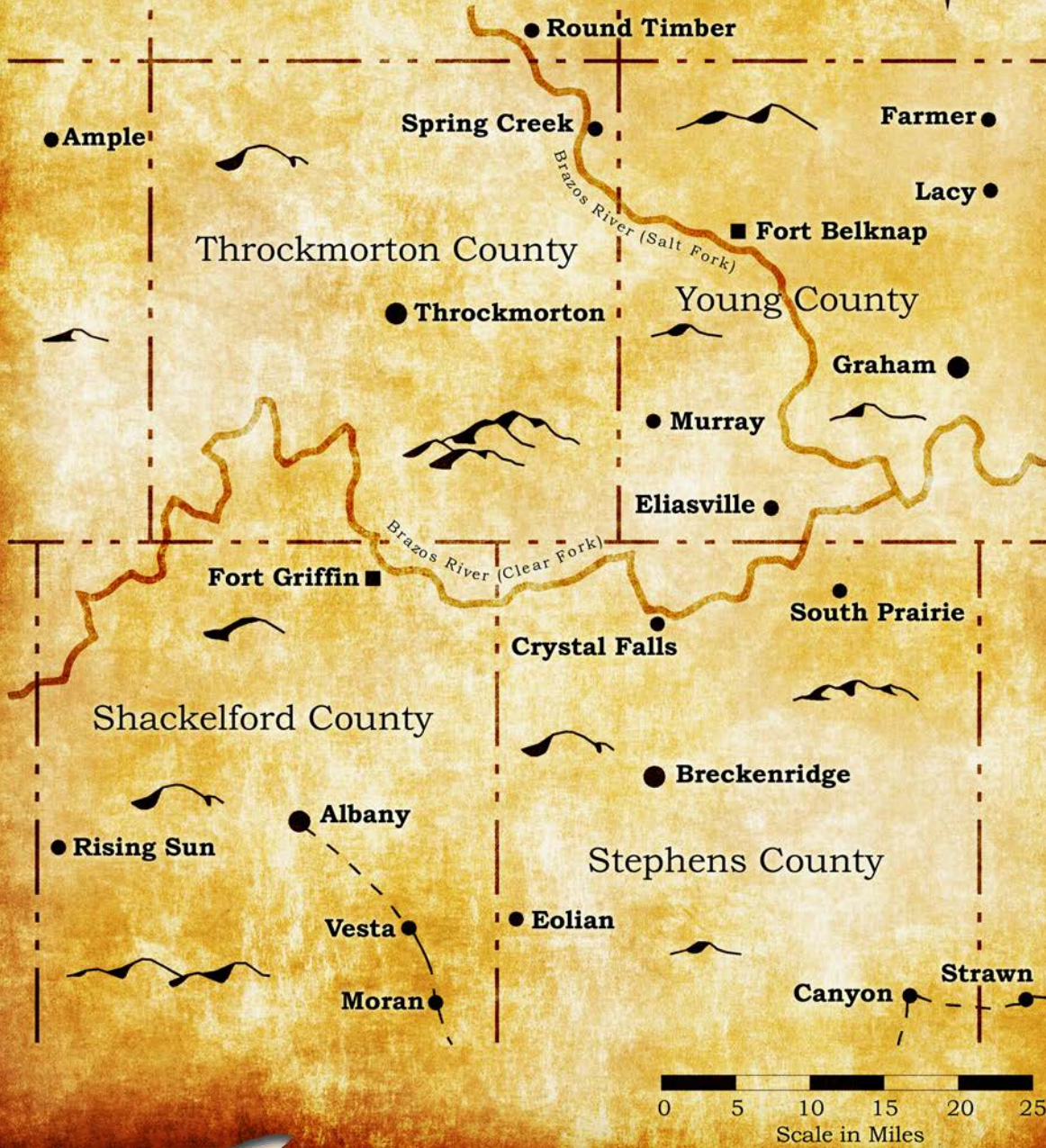
- fgsmapsgrid.pdf and fgsmapswithoutgrid.pdf – with grid and without grid, respectively, the full set of maps, one map per page and tiled to enable lift-size printing for tabletop miniatures game play.
- fgsvttmaps.zip – a collection of individual .JPEG files, with two versions of each map per file (with and without a grid) for our pards that prefer a newfangled virtual tabletop experience.

**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. GMs (again we prefer Judges, so we might as well use that the rest of the way) 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.



# NORTH CENTRAL TEXAS

Fort Griffin and the surrounding area



# INTRODUCTION



# SHANNSEY'S SALOON

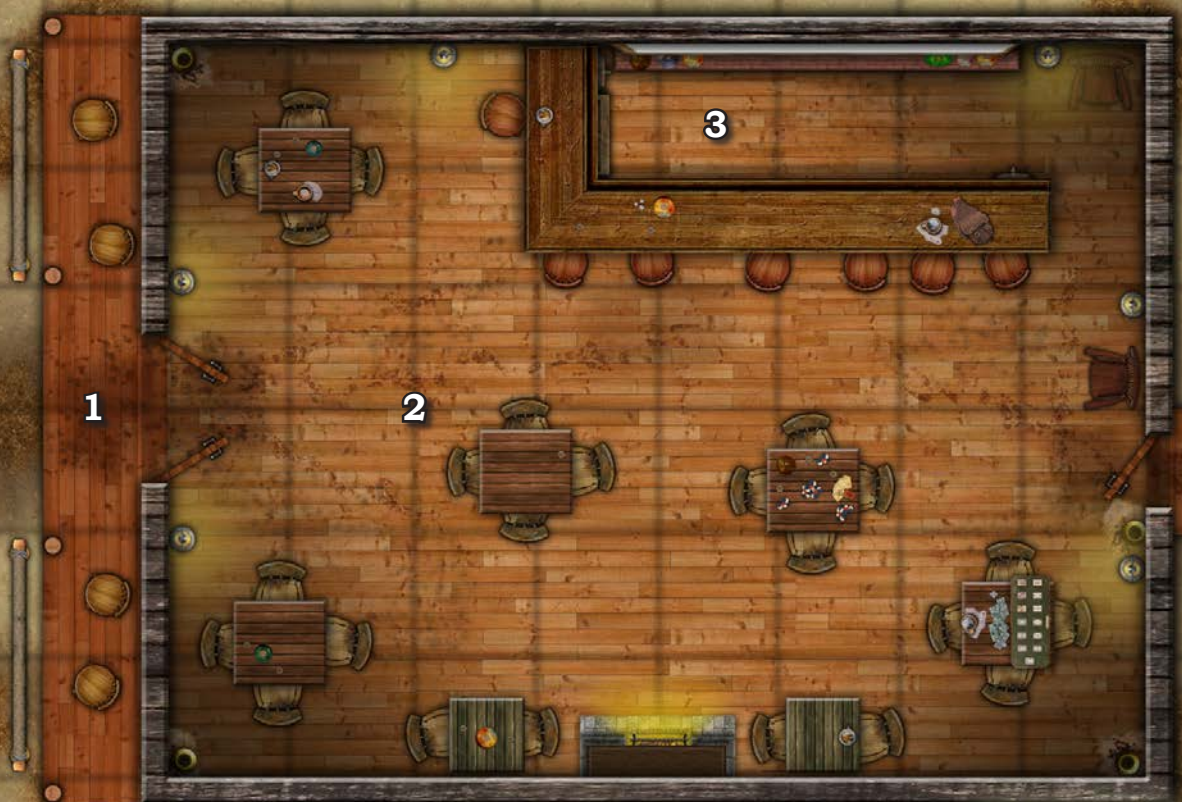
*Whether your game is faro, poker or just straight up drinkin', you'll definitely want to stop by Shannsey's place and waste, er, spend some of your double-eagles and greenbacks. No tellin' whom you might run into in here.*

After a fleeting (and painful) prize-fighting career, John Shannsey decided it just might be easier to make a living in the saloon and gambling business in Fort Griffin. His establishment has become a magnet over the years, attracting some of the biggest names on the Frontier. In fact, Shannsey introduced his friend Wyatt Earp to Doc Holliday right here in this saloon. And this is one of the places where Lottie Deno has been known to deal a mean hand of faro from time to time (and occasionally Doc will sit in to deal a few, too). Anyone passing through Fort Griffin and The Flat without stopping for a gander at Shannsey's place might just as well ride through the Grand Canyon with his eyes closed.

Built completely out of wood, from the warped and whitewashed exterior planks to the slightly uneven floors, Shannsey's place has a great deal of charm—even if it ain't

pretty. Shannsey puts just enough effort and funds into repairs to keep the exterior of the building in passable shape, but won't spring for nothing fancy. While he might cut a corner here and there, the one thing Shannsey insists on is a sturdy roof, and his Saloon has a better one than most buildings in town, with overlapping planks coated with lacquer to help keep the rain out. The roof is higher than some single-story buildings, with the exterior walls measuring about 12 feet high. Anyone taking a close look at the walls is sure to spot a number of patched-over bullet holes.

The place has two points of ingress: a main set of double doors opening off the front porch and a smaller service door in the back. It also has a stone chimney on one side. (*Ed. Note: Which I suppose just might count as an ingress iff in' Ol' St. Nick were to drop by.*)



1 Square=5 Feet

## BUILDING KEY

### 1) Front Porch

Most of the time, you can find a number of folks loitering on the saloon's front porch—spittin', jawin' and sippin' brews or malts. Four weather-beaten stools always remain out here, usually occupied. As noted before, the porch roof hangs about 12 feet overhead. A long, thin wooden sign dangles from the front of the porch. Its engraved letters proudly, and simply, state "Shannsey's" along with a pair of balled-up fists bracketing the name.

Directly in the middle of the front wall are full-sized double entry doors. Normally propped open to allow ventilation and entice visitors to check out the action inside, these doors have a quality latch-bolt that can be secured from the inside if desired. Opening inward, these solid doors are normal in every respect.

### 2) Saloon

Past the double entry doors lies the entirety of the saloon. Shannsey decided to keep the place simple and functional—just one big room and the bar itself. The place reeks of the constantly lingering cigar and pipe smoke haze that drifts from wall to wall, but no one seems to mind (except Lottie, who doesn't allow tobacco—or cursing—at her table when she's dealing).

The ornate bar takes up more than a quarter of the interior, competing with the gaming tables (see #3) for a visitor's attention. Seven tables (5 large and 2 smaller ones) fill out the rest of the room, situated between the front double doors and the single back door directly opposite the main entrance. In the middle of the right-hand wall is a fireplace and hearth. Five oil lanterns hang from the 12-foot high ceilings, strategically placed to keep the gaming tables well-lit.

The five large tables are suitable for card playing; Shannsey and his employees usually reserve the two tables in the middle of the room for this activity, with the one closest to the back door being the main Faro table. Each large table has 4-6 armless wooden chairs shoved in around it (although it can get a little crowded when a full six are in use). The two smaller tables flank the fireplace—these are intended for patrons who just want to sit while having a drink. Placed here and there against the walls are a few more chairs (these tend to be moved around every day).

The fireplace and hearth are made of superb fitted stone. The staff makes an effort to keep the fireplace clean, even when in regular use during the winter months. During the fall and winter months, a stand with a poker, shovel and brush rests on the right side of the hearth. In the spring and summer, when a fire isn't needed (*Ed. Note: A fire inside in the summer? In Texas? You gotta be kiddin' me.*), Big Mose

## SPELLING DOESN'T COUNT

While substantial evidence exists that John Shannsey owned and operated a saloon in Fort Griffin, the details remain sketchy. The exact name of the saloon, when it opened for business and what it looked like are facts that have faded with the passing of time. Moreover, it doesn't help that various reported spellings of the man's name muddy the issue. Shannsey? Shanssey? Shannessey? Shaugnassy? Ah, to heck with it, an Old West legend by any other spelling would smell just as pungent. The Dog House Gang decided to use "Shannsey" because . . . well, just because, dang it.

Regardless of its exact name and spelling, there's no doubt that Shannsey's Saloon played an important role in the story of Fort Griffin and other legends of the West. It's generally agreed that Shannsey opened the place sometime after he quit prize-fighting. (His loss to Prof. Mike Donovan, in a match refereed by Wyatt Earp, occurred in 1868 by most accounts.) There's also little debate that Shannsey was indeed the man who first introduced Mr. Earp and Doc Holliday. And, according to a variety of accounts, it was at Shannsey's that Doc first met Big Nose Kate. These meetings helped set the stage for the events surrounding the Gunfight at the OK Corral in Tombstone years later.

While it's unclear just when Shannsey left Fort Griffin, he did depart before the town died its natural death. He spent many of his later years in Yuma, Arizona, serving first as a city council member before being elected Mayor in 1899. Shannsey served in that post until at least 1914, when he presided over the official incorporation of the city. He reportedly died in Los Angeles in 1917.

McCain removes all the fireplace tools and stores them behind the bar.

In the three corners outside of the bar area, beer-glass rails have been nailed to the walls. While designed for setting a glass, many patrons end up leaning on them, thus they have become weakened and can easily detach if more pressure than a few regular beer glasses comes to bear on them (a person leaning on the rail must make an Agility trait test to avoid dislodging the rail; if the character rolls snake eyes—or just a 1 on the Trait die iffin' the Judge has

# BEEHIVE SALOON

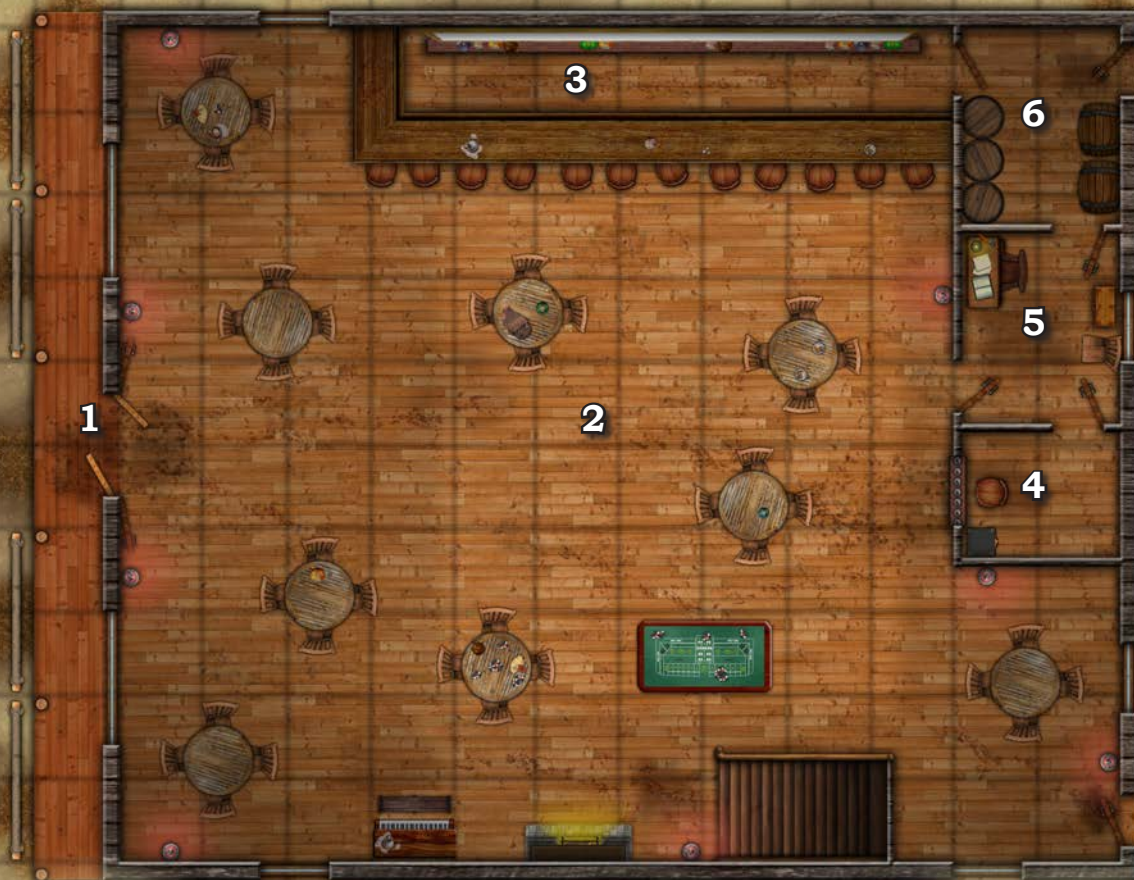
*Day or night, the Beehive Saloon is always abuzz with activity. Stop in for a drink, a laugh, or a hand of faro, but don't bother if the shiniest coin in your pocket is a two-cent piece.*

*"Within the hive, we are alive; Good whiskey makes us funny. Get your horse tied, come inside and taste the flavor of our honey."*

– sign over the entrance.

Aptly named, the Beehive Saloon serves as a gathering place for gamblers, soldiers, travelers and all others looking for a place where any vice can be experienced and nothing seems out of bounds. Pleasures such as drinkin', gamblin' and whorin' go on all day and all night, although the most raucous activity tends to occur after sundown. While things remain civil on most days, fist fights, shouting matches and even gunfights flare up with noteworthy and disturbing regularity.

Built shortly after the Fort itself, the two-story Beehive remains one of the most interesting buildings in The Flat—not only because of all of the boisterous goings-on, but also because of its unique appearance. Fairly sturdy and constructed mostly of wood, this square, tall structure sports some rather distinctive features. From the second story balcony overlooking the street—where “soiled doves” do their utmost to entice cowpokes inside for any number of unspeakable activities or perhaps an honest fling on the dance floor—to its peaked tin roof, the building is painted a striking vermilion, boasts two sets of front doors and has a weathered back staircase to the second floor entry (normal door, quality lock).



First Floor

1 Square=5 Feet