

SIDEWINDER RECORDED

FRONTIER TOWNS

FORT GRIFFIN



VOLUME 2

CENTRAL STATES

AND

OF THE

SOUTHERN DISTRICT

DHR1021



Scale of Miles

Scale of States

Scale of States

Scale of States

Scale of States

FRONTIER TOWNS: FORT GRIFFIN VOLUME 2

Credits

Author: Christopher S. Warner
Senior Editor: Thomas L. Gregory
Associate Editor: Bradley W. Hindman
Layout and Graphic Design: Karl Keesler
Cartography: Geoff Spakes
Cover Design: Karl Keesler
Original Artwork: Manoel Magalhães
Proofreader: Dana Warner



Open Game Content

All content (excluding Product Identity as listed below) is designated Open Game Content in accordance with section 1. (d) of the Open Game License by Wizards of the Coast. The Open Game Content may only be used under and in terms of this license.

Product Identity

The following is hereby designated as Product Identity:

All historical sidebar text as indicated by the newspaper icon.
All building descriptions, including background, building key and maps.
All fictional character text descriptions and proper names.
Sidewinder: Wild West Adventures
Sidewinder: Recoiled
Branded for Recoiled
Frontier Towns
The Fort Griffin Echo

Copyright and Trademark Notice

Frontier Towns: Fort Griffin Vol. 2 is a publication of Dog House Rules, LLC. Copyright © 2004 by Dog House Rules, LLC. All rights reserved under international copyright conventions. *Frontier Towns: Fort Griffin Vol. 1* is a publication of Dog House Rules, LLC. Copyright © 2004 by Dog House Rules, LLC. All rights reserved under international copyright conventions.

Sidewinder: Wild West Adventure is a trademark owned by Citizen Games and is used with permission.

Sidewinder: Recoiled is a trademark owned by Dog House Rules, LLC (www.doghouse.rules.net). Copyright © 2003, 2004 by Dog House Rules, LLC. All rights reserved under international copyright conventions.

The Fort Griffin Echo is a trademark owned by Dog House Rules, LLC (www.doghouse.rules.net). Copyright © 2004 by Dog House Rules, LLC. All rights reserved under international copyright conventions.

FORT GRIFFIN

Table of Contents

Introduction	3
Frontier Town Basics	3
Notes on Game Mechanics	4
Table 1.1: Object Properties	4
Table 1.2: Lock Properties	4
Table 1.3: Safe Properties	4
A Brief Description of the Flat	5
Interior Key	5
Doney's Saloon	6
Building Key	7
Personalities	8
William Doney	8
Whit Hubbard	9
Sue Ann Summers	10
Adventure Hooks	10
Overheard	10
Whiskey Courage	10
The Wrath of Doney	10
A Threat to Doney's Family	11
Button, Button . . . Who's got the Button?	11
F.B. York's Bank	12
Building Key	13
Personalities	15
Arthur J. Hamilton	16
J. F. Wiggins	17
Jay Middleton	17
Harvey "The Owl" Parker	18
Adventure Hooks	18
Desperate Client	18
The Sting	19
Bank Robbery	19
Thorp Blacksmith	20
Building Key	21
Personalities	23
J.L. Thorp	23
Timothy "Timmy" O'Lochlann	23
Emily Thorp	24
Matthew "Mattie" Thorp	25
Lucas "Luke" Thorp	25
Susan Thorp	26
Adventure Hooks	26
Those Durned Thorp Boys	26
An Irishman's Ire	27
Another Mule	27
Earl's Shave and Bathe	28
Building Key	29
Personalities	31
Elijah Earl	32
Dawena Earl	33
Milly White	33
Moon, the dog	34
Adventure Hooks	34

Don't Call Me "Boy"	34
She's My Wife	34
Dawena and the Hooligans	34
Robbed in Your Birthday Suit	35

Planters Hotel	36
Building Key	36
Personalities	41
Jack Swartz	41
Estelle Swartz	42
Allen Baker	43
Theodore "Teddy" Fargas	44
Adventure Hooks	44
Robbery	44
Food Poisoning	44
Room Mix-Up	44
A Piece of the Action	44
Looking for Josh Morgan	45
Beggars at the Back Door	45
Fire!	45

Frontier House	46
Building Key	47
Personalities	49
"Uncle" Billy Wilson	49
Avery Lamb	50
Cordelia, the cat	51
Soledad "Sol" Sanchez	51
"Marvelous" Muriel Hervey	51
Jules Albert Hervey	52
Adventure Hooks	53
A Cutpurse in the Crowd	53
The Show Must Go On	54
Romance with a Starlet or Star	54

Tying It All Together	55
Personalities	55
John Henry Selman	55
Circling Hawk	56
Xu Jing Han	57
Sun Mei Ling	58
Adventure Hooks	59
Jay Has a Few Too Many	59
The Mouse Hunts the Owl	59
The Uncle of All Practical Jokes	60
Sold Out to Selman	61
The Bank's Been Robbed!	61
Bigotry Knows No Bounds	61
Circling Hawk Accused	61
The Thorp Boys Get Bold	61
A Murder Mystery	61
The Greatest Show on Parson Street	62
References	62

Related PDFs	
Judge Reference Maps.pdf	separate document
15mm Battle Maps.pdf	separate document
25mm Battle Maps.pdf	separate document

FORT GRIFFIN

DONEY'S SALOON

When your throat's drier than a West Texas sandstorm and you don't need nuthin' fancy—just straight up whiskey and maybe a place to put up your sore feet for a spell—it's right likely that this old shack is calling your name.

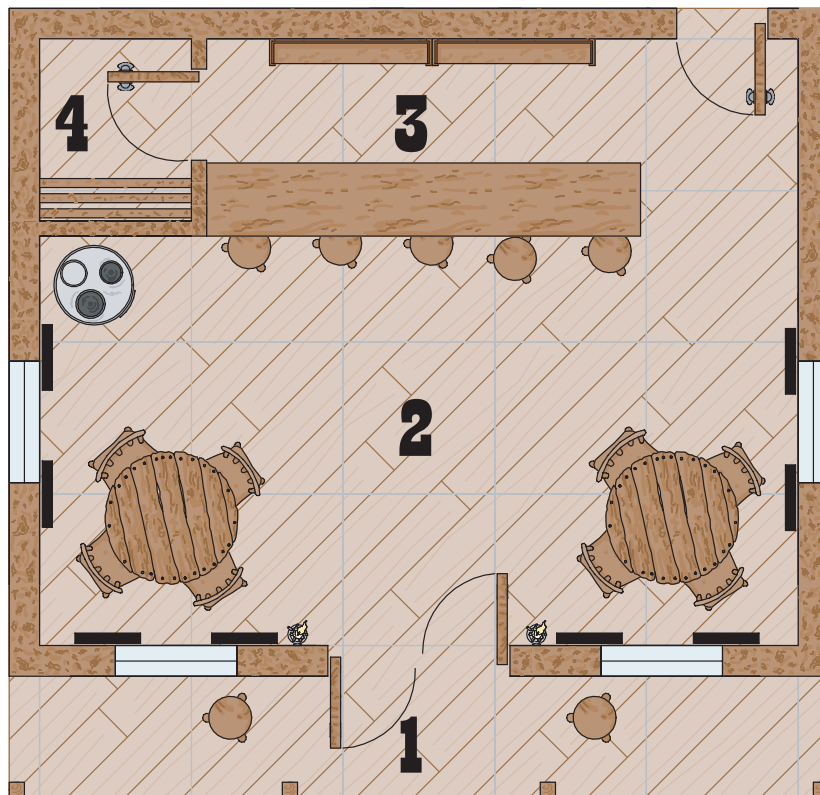
Doney's place ain't much to look at, but it has that certain quiet charm that attracts drifters (and regular folk) looking for a cheap drink without a bunch of folderol—or attention of any kind for that matter.

William Doney, an immigrant from England, built this nearly square, all-wood structure in late 1875. Wanting to capitalize early on the growing commerce and traffic moving through Fort Griffin and The Flat—and not having much to spend on construction—Doney simply put up four walls and a roof as quickly and cheaply as possible. Frankly, it shows. The place appears to be much older than it really is, with warped boards, grubby rotting planks and a few crudely patched holes in the rusted tin roof (especially over the small porch). The wooden walls are relatively weak (Hardness of 5 and 35 total Grit, with a Break DC of 18) with the roof being even less sturdy (Hardness of 4 and 25 total Grit, with a Break DC of 15).

Climbing on this roof is certainly not a task for the faint-hearted.

In some ways, the Saloon's broken-down appearance serves it well, drawing a crowd that prefers a no-frills, even solemn, place to get a stiff drink. Moreover, it caters to those penny-pinching travelers that can't afford more than a plain shot of whiskey, as well as those who don't want—or can't resist the temptation of—gaming tables and sweet-smelling women. Not to mention anybody needing a place for a clandestine meeting.

While the place is mostly somber and austere, that doesn't mean things don't get rowdy now and again. Some hard hombres pass through here, and it isn't uncommon for a fracas to break out—night or day—sometimes with Doney himself instigating the disturbances.



1 SQUARE = 5 FEET

FORT GRIFFIN



Arthur J. Hamilton

A widower, Hamilton has no family in The Flat. His wife died some years ago, of double-pneumonia, and his four children are all grown and scattered across the land, pursuing their own endeavors and raising their own families.

Portly, with thinning gray hair, Hamilton always bears a friendly countenance. He greets his clients with a wave or a handshake and maintains cordial relations with the townspeople in general. He goes about town unarmed, preferring to present an image of assurance which he believes will bolster confidence in the security of the bank (besides, he has always been a bit soft and clumsy). Arthur's employees like and respect him; he is also a regular churchgoer. He owns a small house in The Flat.

Educated at the University of Virginia, Hamilton has held several positions in banking and finance over the years. He moved west with his family well before the war, avoiding service because of his relatively important positions with the firms he worked for. He was working for York in Kansas before accepting his promotion and relocating to Fort Griffin.

Arthur J. Hamilton
(Smart Ordinary 3, Dedicated Ordinary 3)

Sex: Male

Birthdate: November 17, 1827

Birthplace: Charlottesville, Virginia

Heritage: American

Weight: 171 lbs

Height: 5' 6"

Hair: Gray (moustache)

Eyes: Brown

Allegiances: F.B. York's Bank

Challenge Rating: 5

Level: 6

Grit Dice: 3d6+3d6+6 (27)

MDT: 12

Initiative: +0

Speed: 30 ft.

Base Attack Bonus: +3

Grapple Modifier: +2

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

Action Points: 0

Reputation: +2

Defense: 13, touch 13, flat-footed 13, (+3 class, +0 Dex)

Saving Throws: Fort +4, Ref +2, Will +6

Abilities: Str 8 (-1), Dex 10 (+0), Con 12 (+1), Int 15 (+2), Wis 14 (+2), Cha 14 (+2)

Attacks: *Fists* +2 (1d3-1 nonlethal; Crit: 20)

Occupation: Academic (class skills: Knowledge (behavioral sciences), Knowledge (business), Research)

Skills: Craft (writing) +7, Decipher Script +9, Diplomacy +8, Forgery +6, Gather Information +6, Knowledge (behavioral sciences) +12, Knowledge (business) +14, Knowledge (civics) +9, Knowledge (current events) +7, Knowledge (earth and life sciences) +4, Knowledge (history) +4, Knowledge (popular culture) +6, Knowledge (technology) +4, Knowledge (theology and philosophy) +6, Listen +4, Profession +9, Read/Write Language (English), Research +11, Sense Motive +6, Speak Language (English)

Feats: Educated (Knowledge (business), Knowledge (behavioral sciences)), Personal Firearms Proficiency, Simple Weapons Proficiency, Studious, Trustworthy

Class Features: None

Possessions: Plain suit, good quality shirt, bowler hat, men's shoes, gold pocket watch, string tie

FORT GRIFFIN

the characters to find her, for a tidy reward. Or the player characters might witness her sneaking around and think she is spying on them for some reason. Maybe they follow her to see what she's up to, only to have The Owl suspect them of stalking him. Maybe she has a boyfriend or admirer (one of the Thorp boys; Teddy Fargas?) who thinks The Owl or the characters are doing the Mouse wrong. The more layers the Judge can add the more interesting and unpredictable this scenario becomes. Because the Mouse is an Ordinary, with little impact outside of this hook, we leave her stats and particulars to you, the Judge.

The Uncle of All Practical Jokes

One of the player characters becomes the object of Uncle Billy's pathological need to play practical jokes. This could arise after the character causes trouble, or gives one of Billy's employees or entertainers a hard time, or even if Billy and the cowpoke become friends and he thinks he can have fun without making an enemy. He becomes determined to launch an intricate—or fast and furious—practical joke on such a cowpoke. Soledad will enthusiastically help her boss, especially if the character has given her any lip or flirted after being asked not to. Because Uncle Billy has lots of friends in town, other townies can be counted on to help the jape along. Some ideas:

1. Fast and Furious: During a performance, the show is interrupted to announce that a horse (or whatever works) belonging to the character has been (is being) stolen. Soledad makes the announcement and Uncle Billy rushes to the character's side when he or she identifies himself/herself. A lawman might be involved to add verisimilitude. Billy and his accomplices convince the character that quick action can foil the thievery. When the character rushes out of the place to investigate, all the additional performers (or kids in town) are waiting to pelt the character with rotten fruit (or eggs, or something like that).
2. Fast and Furious: Uncle Billy manages to place a tack on a cowpoke's saddle, or he arranges to substitute apple juice for a beer (or vinegar for a shot of whiskey), or he wrangles some other harmless prank for a quick laugh. Depending on the character's mood, this could turn sour fast, or be good for grin.
3. Intricate: Uncle Billy arranges for a soiled dove to become friendly with a male player character. After a night of drinking or what-have-you (this works best if the character has been completely distracted by liquor or other vices), the dove's "boyfriend" comes-a-lookin' for the character. Meanwhile, the bullets have been emptied from the poor cowpoke's guns (or replaced by gumdrops, or something) and the boyfriend challenges the man to a duel in the streets.

The entire town is in on the gag and no one will sell the man any bullets or repair his gun. If possible, Billy will also get the character's friends involved (they disappear so they can't loan him a gun; they have turned theirs in for repairs; they are locked up in jail, etc.).



The Judge can take this as far as desired, watching the character become frantic for a way to resolve the situation, before revealing the ruse. In the end, Billy will pay for any damages to placate an irate character.

Fork in the Road:

There's no reason this couldn't be turned around so a female character is the object of Billy's scheme. Instead of a soiled dove, it's a handsome fella (such as Harvey "The Owl" Parker, Teddy Fargas or Allen Baker). And then the man's girlfriend seeks retribution. If it's The Owl, perhaps the Mouse isn't in on the joke, and really comes lookin' for trouble.

4. Intricate: After making friends with one or more of the characters, Uncle Billy sets his mind to a double-crossing extravaganza. Over beer and whiskey with his new pals, he hatches a plan to play a practical joke on the Herveys during a performance the next night. He enlists the characters to stage a gunfight at the Frontier House, right in the middle of one of Muriel's songs. Billy tells the characters to start a shouting match, with one character pulling a gun and another character running onto the stage, trying to escape behind the curtain while the gunman shoots. Billy gives them a prop gun that shoots blanks so no one gets hurt. He also convinces them, if necessary,

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity,

including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content you must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker

Sidewinder: Recoiled, Copyright © 2003, 2004 by Dog House Rules LLC; Thomas L. Gregory, Bradley W. Hindman, Karl Keesler, Geoff Spakes, Christopher S. Warner

Sidewinder: Wild West Adventure, Copyright © 2002 by Citizen Games.

Fort Griffin Echo, Volume 1, Number 1, Copyright © 2004 by Dog House Rules LLC; Thomas L. Gregory, Bradley W. Hindman, Karl Keesler, Geoff Spakes, Christopher S. Warner

Frontier Towns: Fort Griffin, Volume 1, Copyright © 2004 by Dog House Rules LLC; Thomas L. Gregory, Bradley W. Hindman, Karl Keesler, Geoff Spakes, Christopher S. Warner

Frontier Towns: Fort Griffin, Volume 2, Copyright © 2004 by Dog House Rules LLC; Thomas L. Gregory, Bradley W. Hindman, Karl Keesler, Geoff Spakes, Christopher S. Warner