

Bank, Civic Bureau & Sheriff's Office by Tom Cartos

Background

The freehold lands on which the town sits are not owned by the Empire exactly, at least not once they have been purchased from them, but they still exert some level of will over the Frontier and its people. Given the great distance (and low priority) this will is generally overseen by a mayor, elected by and from among the townsfolk.

The current Mayor, Edimund Triskeller, has held the position for almost 20 years, a full five terms. No mean feat considering none of the previous mayors survived their first term. This is largely down to his somewhat unique style of frontier government. While all past mayors tended to fall on one end or the other of the honest-corrupt scale, Edimund always manages to find an equitable middle ground. There is no harm in taking (or giving) the odd bribe, threatening the occasional individual, or bending the rules every now and then, so long as it is for the overall good of the town and its people.

Mayor Triskeller has his offices above the civic bureau, a combined postal office and newspaper that service the region. As well as his civic duties, he also runs a private gold and gem assaying business, ensuring all items of value come through him in one way or another. By maintaining close ties to the towns Bank branch and appointing the Sheriff, there is little that goes on without him knowing about it.

Grid Information

GRID SIZE – 17x11 (300DPI)

VTT SIZE – 2380x1540 (140DPI)

RECOMMENDED PRINT SIZE – A3/ANSI B

Design Notes

Bank 01 Tellers

- **01** – Boardwalk – Kept relatively clean and tidy to appear a professional establishment.
- **02** – Bank Floor – Those looking to deposit or withdraw cash must wait their turn in an orderly fashion.
- **03** – Tellers – Protected by steel bars and a reinforced wall from bandits and robbers.
- **04** – Safety Deposit Boxes – For a small monthly fee, anyone can hold a deposit box here to keep their valuables safe. The room is kept under guard at all times.
- **05** – Safe – The banks cash, gold and goods are stored here.
- **06** – Staff Entrance – A heavy metal door is triple locked and bolted. Can only be opened from the inside, so a security guard must always remain on the premises.

Bank 02 Offices

- **07** – Rear Terrace – Sometimes used by staff on break.
- **08** – Hallway – Ostentatiously decorated to make the bank appear more than the small frontier location that it is.
- **09** – Staff Room
- **10** – Records Room – Similarly over decorated and rarely used.
- **11** – Meeting Room – Kept meticulously tidy despite the fact it is only used once every couple of years when executives from the central bank come for their biennial audit.
- **12** – Managers Office – The manager spends most of his time in here, but oddly seems to actually do very little.
- **13** – Front Terrace – On the rare occasion someone important comes to town, you can guarantee they will be ‘showed off’ up here by the manager giving them a tour.

Civic Bureau 01 Post Room

- **01** – Boardwalk
- **02** – Post Office – All mail in and out of the town comes through here. Anything that seems important is ‘inspected’ by one of the mayor’s men before reaching its destination.
- **03** – Mail Room – Parcels and mail sacks waiting to be sorted or sent onward by train are kept here.
- **04** – Newspaper Office – A regional paper overseen by the mayor is written and printed in town.
- **05** – Printing Room – A small desk is set up for interviews. The rest of the room is filled with large, expensive printing presses. Each copy has to be pressed by hand.
- **06** – Storage Sheds – Completely Innocent stacks of empty crates and bales of hay. Definitely not used as a dead drop.

Civic Bureau 02 Offices

- **07** – Terrace – Those waiting to see the mayor are expected wait here
- **08** – Hallway – A portrait of the mayor hangs in the wall.
- **09** – Assayer – Valuable metals and gemstones can be bought here to be valued, and potentially purchased.
- **10** – Storage Room – Metals waiting to be tested for purity and quality
- **11** – Mayor’s Office
- **12** – Town Records – General records of births, deaths, marriages etc
- **13** – Map Room – Records of land registry and building construction plans. Only viewable by appointment.

- **14** – Land Purchasing Office – Parcels of land for sale can be bought here. For a small extra ‘fee’ the most valuable plots, held in reserve by the mayor, can be considered as well.

Sheriff’s Office 01 Cells

- **01** – Boardwalk
- **02** – Gallows and Stocks – There is little space to keep criminals here on term, and only the most important political prisoners are sent back to the city, so punishments are doled out on site. Often a night in the cell and a small bail fee is enough, but the stocks are used for repeat offenders. The gallows are reserved for the worst crimes.
- **03** – Sheriff’s Office – The Sheriff and their current deputy can usually be found here. A bounty board hangs on the wall.
- **04** – Holding Cell – Small time offenders are held here until bail is paid.
- **05** – Prison Cell – Prisoners who are awaiting greater punishment are held here until their day comes.
- **06** – Planning Room – The Sheriff and deputy have few resources, and there are numerous bandit camps in the hills. They are attempting to plot where the biggest gangs are hiding out, based on reported crimes.

Sheriff’s Office 02 Living Quarters

- **07** – Kitchen
- **08** – Hall
- **09** – Deputies Room – Deputies tend not to last long and are hard to recruit, so are given board in the Sheriffs living quarters as an extra incentive.
- **10** – Master Bedroom
- **11** – Bathroom
- **12** - Balcony