

Welcome to Luckenbach



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History

Luckenbach was first established by Germanic immigrants as a community trading post in the mid-late 1800s, one of a few that never broke a peace treaty with the Comanche Indians, with whom they traded. It had a post office/saloon, general store, and the trading post which later became a dance hall. Luckenbach's population increased to a high of 492 in 1904, but by the 1960s, it was almost a ghost town. Hondo Crouch, a rancher and Texas folklorist, bought the town of Luckenbach for \$30,000 in 1970, in partnership with Kathy Morgan and actor Guich Koock. After being sold, the official zip code (78647) was retired. Crouch used the town's rights as a municipality to govern the dance hall as he saw fit. For a time after Crouch's death in 1976, the town was frequented by motorcycle clubs and a rougher crowd, though by the turn of the century the reputation was once again being cleaned up to a less intimidating, friendlier environment.

Before the virus struck, Luckenbach maintained a ghost-town feel with its small population and strong western aesthetic. It served as a local concert venue and tourist attraction, hosting live music during the nights and family friendly fun during the days.

When the virus struck, the local residents (mostly families, though there were plenty of people who drove a few hours to celebrate the end of the world in Luckenbach, only to find the world not ended) very quickly realized the potential of the partially-fenced property, and worked together to fortify the (once ghost, and now fittingly undead) town. Within a month the 10 acre compound was fortified, complete with limited livestock and farming equipment. Over the last 2.5 years, the boundary fences have since been routinely expanded in chunks, enlarging the compound to roughly 350 acres*. Shelters were initially similar to the Dog Park and while there still are plenty of trailers and tents on the property, tiny homes have sprung up along with bunkhouses, and the most recent expansion three months ago brought the Full Moon Inn inside the compound grounds. There are quarantine cells for those who attempt to enter the camp with any sort of open lesion, wound, or bite. All of the major town buildings have electricity from salvaged solar panel systems and generators, but the majority of homes do not and use kerosene or camping lamps and candles. Barns have also been constructed along with coops, hutches, paddocks, greenhouses, fields for crops and pastures for grazing. Currently, the population of Luckenbach sits at 1,972 human souls in total.

The town is not quite capitalism and not quite communism; everyone is expected to work, but for their work they receive salaries of ration tokens to spend however they see fit. Water is the only thing offered freely, provided by four

wells around the property which are hooked up to about a dozen different pumps and spigots (you carry and store your own, folks). Ration tokens can be spent on meals in the mess hall, food or drinks in the saloon, items from the general store, gasoline, personal effects, clothing, requesting special items from scouts, etc. There are a variety of jobs to be had and residents are allowed to apply for whatever vacancies are available, but quite a lot of the work centers around agriculture and animal husbandry in some way or another. While the town has a small three-room schoolhouse, children may apply for a job starting at age 14; if they haven't found employment by the age of 19, they will either be assigned a job, or the town will have a vote on whether or not to expel them. Laziness is simply not tolerated, and if you can't find a way to provide for yourself, don't expect others to do it for you. Luckenbach's elderly residents are primarily granted less physically taxing work, and are in some ways the one exception to the hard-work rule; though there's not very many over the age of 70, and they all do still manage to find some way to contribute.

The structure of law is mostly consistent with Texas and United States laws, though enforcement positions are pretty limited (there's a Sheriff, and there's two deputies) and punishments include removal of privileges (including temporarily restricted access to alcohol and firearms), solitary confinement with limited rations, beatings, new (highly undesirable) work assignments, and banishment (nearly equivalent to the death penalty given how unlikely it is they'll survive outside the town walls). Luckenbach is a town filled with good-yet-stern people who have managed not only to survive, but in some small ways thrive. They do not want that threatened by people who can't live peacefully or those who attempt to disrupt the status quo of the town. Those who disagree are a silent-as-the-grave minority.

* For reference for anyone who watches American football, 1 acre = (roughly) 1 field w/o endzones; for anyone who watches European football, 1.75 acre = (roughly) 1 pitch.



Buildings & Spaces




- **Saloon/Post Office:** Once a post office, the saloon now bears only the sign to commemorate its origins. Inside is a wood stove, several bar stools, a bar that has liquor, beer, marijuana, and a small menu of made-to-order food for those who don't want what the mess hall is serving that day.
- **General Store:** Partly used as a supply house, the General Store is where residents come to buy provisions, particularly ones were harvested from drugstores and the rest of the outside world.
- **Dance Hall:** The Dance Hall is also the mess hall, with cafeteria style meals being served to all residents three times a day, though it's also used for large events such as weddings, holidays, town meetings, trials, etc. There are not menu options here, you get whatever the kitchen crew has chosen to make. The smaller rooms to the sides of the stage are used for council chambers or meeting rooms for various organizations in the compound.

- **Veranda:** picnic tables and an outdoor stage make up some of the open area between the main buildings listed above. It's a nice gathering place for all Luckenbach folk to listen to music, play board games, and socialize.
- **Full Moon Inn:** Though there are other homes, trailers, and bunkhouses on the property, the Full Moon Inn is the most luxurious of places to sleep in Luckenbach, and some of the rooms are still operated as nightly rentals for those who want to save their ration tokens, or are lucky enough to win stays from the town lotteries or town council's favors. It's about half a mile from the main center of town, but still within the compound itself.



Residents

The NPC journal for residents who aren't gonna be applied for is ~luckenbach, and the password is zombies
Probably just upload a few icons (3-8ish?) so that everyone has enough space to show up for their logs, etc.

	<p>Kit "El Jefe" Patterson NPC (Julie or Nell), PB: uh, it's actually Kit Patterson! He's a real dude.</p> <p>Kit is the leader of Luckenbach, and the grandson of Hondo Crouch. He and his wife still technically own the land, and a large portion of the new residents were loyal regulars before the fallout, remaining loyal to the Pattersons today. 95% of the time he's a friendly guy; 5% of the time he'll do anything to protect what Luckenbach has become and the people who call it home, even from themselves. President of the town council.</p>
	<p>Dave Cutler PC (Nell), PB: Jonathan Tucker</p> <p>Works construction/mechanics, building the compound's walls, homes, etc. and occasionally working on vehicles. Before the fallout he was a (failed) MMA fighter, has lived in SoCal, Las Vegas, & Austin before Luckenbach. Early-mid 30s; a fighter, a flirt, and a father. http://punchdrunk.insanejournal.com</p>
	<p>Logan Sawyer NPC (Julie), PB: Chris Evans</p> <p>Oldest of the three Sawyer boys. Works at the General Store. Total shithead on the outside, hostile and withdrawn; will be extremely suspicious of the newcomers and want to send them packing, or shut them up more permanently. Protective of the town and all its locals. Manages trades & supplies gladly for the Luckenbachers, but grudgingly for the visitors.</p>



Kacey Carlisle

NPC (MAYBE?) Sunny, PB: Emilie de Ravin

Kacey waitresses at the Saloon... despite being *technically* underage to serve liquor (is anyone really keeping track anymore?) and about seven months pregnant. She grew up in a neighboring county and visited Luckenbach many times as a child with her parents. She relocated with her father shortly after the outbreak began, as a sixteen year old. Sweet, small-town girl with a sunny disposition and a revolver always close at hand.



Frank Sawyer

(N)PC (CJ), PB: Jeremy Allen White

Frank's the youngest of "those" Sawyer brothers. He's rambunctious and cocky and likes to get into trouble just for the thrill of it. He's a shameless flirt and has a thing for the ladies. It's gotten him in trouble but he has a way of smoothing it over - until it all catches up to him again..

<http://okwhateversure.insanejournal.com/427.html#cutid1>



Micah Palladino

NPC (Maybe?) (Liz), PB: Luke Pasqualino

Micah worked as a ranch hand a couple towns over, when the world went to hell word filtered their way about Luckenbach. Those that were left alive on the ranch made their way here. Since landing in Luckenbach, Micah's been doing whatever odd jobs he can -- mostly working construction and assisting with the cattle (since that's what he knows). He's kind of your stereotypical southern cowboy, with a bit of a sarcastic side. Middle to late twenties (closer to 30 most likely)



Evan Sawyer

NPC (Anna), PB: Chris Lowell

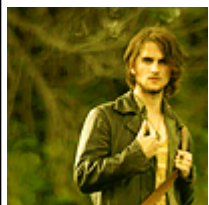
Sarcastic local trauma nurse, he's terrible at being professional and never takes anything as seriously as he should. End up wanting to punch him or hug him, there is no inbetween.



Claire Thompson

NPC (Nell), PB: Blythe Danner

Claire is one of Luckenbach's matriarchs, she acts like everyone's mother in that she's caring, doting, nosy, thinks she knows better, and can put you right in your place if needs be. Sadly, none of her own children or grandchildren made it to Luckenbach. Secretary of the the town council.



Warren Larkin

PC (Shelley) PB: Landon Liboiron

Deer hunter for the town. Charismatic guy who's quick with compliments and flirts with the ladies. I see him being especially protective of Kacey. Seems pretty laid back, but is paying way more attention than people think.





Web Links

[Nell Made You Guys A Photo Gallery That's Way Too Big, But You Can Skim Through It If You Want To](http://www.luckenbachtexas.com)
<http://www.luckenbachtexas.com>

[A Google Map with directions - Google Map's Street View - A Google Image search](#)

https://en.wikipedia.org/wiki/Luckenbach,_Texas

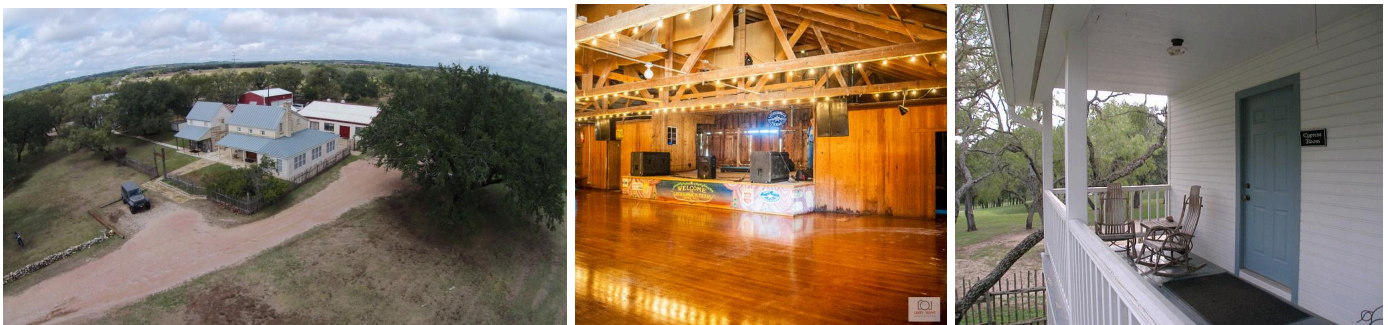
www.buzzfeed.com/porsche/15-tiny-texas-towns-that-are-totally-worth-the-trip

<http://www.southernliving.com/travel/south-west/texas-hill-country/luckenbach-dance-hall>

<http://www.southernliving.com/travel/40-things-every-southerner-ought-do/40-things-luckenbach>

<http://www.citiesjournal.com/top-11-small-cities-in-texas/6/>

<http://www.fullmooninn.com/photo-gallery/>



Questions & Miscellaneous

Have a question or a tidbit of information that doesn't seem to fit anywhere else? Stick it in here!

Animals being raised/farmed: (idk, making things up?)

- | | | |
|-----------|---------|------------|
| ● cows | ● goats | ● chickens |
| ● pigs | ● sheep | ● geese |
| ● rabbits | | |

Crops/greenhouse veggies being grown:

- | | | |
|-----------|------------|---------------|
| ● corn | ● lettuce | ● peas |
| ● wheat | ● tomato | ● green beans |
| ● alfalfa | ● zucchini | ● onions |
| ● hops | ● cucumber | ● garlic |
| ● cotton | ● carrots | ● broccoli |

- marijuana
- soybeans

- pumpkin
- squash

- spinach
- potatoes

