



Things To Do In Denver When You're Undead

Part One

By Brandon Thorn

Art by Loston Wallace, Allen Nunice, and Paul Daly

Preface

Howdy! Welcome to the first of three articles covering the midwestern city of Denver as it stands in the Deadlands universe, circa 1876. Jam-packed full of tasty tidbits (and, of course, a hefty helpin' o' meat) on the people, places and problems to be found in the Queen City of the Desert, "Things To Do In Denver When You're Undead" is bound to add some atmosphere to your Deadlands experience.

Or, at least, make good paper for the outhouse.

This first article covers Denver's background, from an introduction by one of Denver's (un)lawful locals to a lesson in local history, and on to what it's like during '76.

The next two articles will further set the stage for running adventures and campaigns in Denver. Number two relates the many important people and places of the city. The third article, intended for the Marshal's eyes only, details information behind the scenes, including the uglier side of the people and places discussed in the second article, and ideas for throwing the posse into the middle of things.

With that in mind, make yoruself a seat, get comfortable, and read on...

Welcome To Denver, Partner

Hey there, fella! Glad to see yer finally awake. Yer lucky I showed up when I did. That gunslinger woulda pumped ya full o' lead if he'd had another second or two. I guess mah gunshot spooked ya, eh? Thought ya were one wit' the new bullet-filled guy? Well, don't ya worry, feller; I made sure that fool trigger-head's already on 'is way to the mortician.

By the look of yer suit, the broken spectacles hangin' on yer nose, and yer amazin' way wit' people, I'd say yer new to ta town. The fact that yer still layin' in the dirt has kinda clued me in, too. So gimme yer hand, and let me help ya up.

Anyhows, mah name is Ted Irvings, "Slick" to mah friends. I've been a depute for the Denver Police Department for a couple weeks now, and happened ta stumble 'pon you layin' here. From the looks of it, I'd guess you just got off the latest Tinhorn Express, seekin' yer fame and fortune in the West.

Ya need ta tighten up yer guts, partner, if yer plannin' on amkin' a stay of it out here. Denver's no place for the weak of heart. There are lotsa things ya don't know 'bout this here city that could end up gittin' ya kilt. Denver ain't the place it's made out ta be in the papers.

If ya thought that feller was bad, jus' wait 'til ya meet a few o' the locals.

All Rails Lead To Denver

Yer lookin' a little pale ag'in, mister. Don't worry; I'll git ya wherever yer goin' nice and safe-like.

The Denver House? I can git ya there in no time at all. If ya'd just follow me, we'll be thar in two shakes of a lamb's tail.

Eh? Naw, the conductor musta givin' ya the wrong directions. It's over this way.

Well, now that we're on our way, lemme fill ya in on the real Denver. As the sayin' goes, "all rails lead to Denver." Never heard it? Ya must be behind the times, partner. Things out here are changin' faster than the time o' day. Fer the worse if'n ya ask me, and the railroad is just the beginnin'.



Things To Do In Denver When You're Undead

Colorado has been a big lure fer miners lookin' ta make 'emselves a fortune fer some time now, but it wasn't 'til recently that things really got outta hand. Ya see, since the Ghost Rock craze hit, Denver's become a bustlin' boomtown. Bein' bout as far west as ya can git by train, it's become the major stoppin' point between the East Coast and The Maze. Miners, gunslingers, scientists, teamsters; ya name it, and yer sure to find someone who fits the bill. These days, practic'ly everyone in teh city is jus' passin' through. Trains are constantly zoomin' in an' out of the city, bringin' with 'em people and damn near anthin' else ya kin think of. Trouble 'cluded.

We've also been havin' our share of problems with the Injuns. The Souix 'ave been causin' trouble 'round here lately, and even the Rev's redskin lackeys occasion'ly git in on the action. Not ta say all o' 'em are bad, 'course, but I'd keep a keen eye on any that ya happen ta spot.

Then, 'course, there's the war. Denver's stuck betwixst the North and South, and both 'ave decided Colorado's theirs. The Union's got the power here, what with the Pinkertons and the Marshals, but the Rebs have been doin' their best ta keep the situation messy.

Thanks ta the army skimrishes and the transients, Denver's gotten itself knee-deep in crime, violence and corruption. Us police do our best ta keep the situation under control, and the Marshalls and Pinkertons occaisionally decide ta dirty their hands, too, but it's a losin' battle. Doesn't help that half the law is as bad as the crooks.

Speakin' o' shootouts, watch yer step; ya almost walked over 'ole Jeb Williams. The mortician woulda been none too pleased if ya messed 'im up any more than he already is. I'm surprised he didn't git 'im when he got yer buddy; Jeb never was one for soap an' water, but that smell is jus' a lit'l too much.

Aw, shucks. There ya go lookin' sick ag'in.

The Silver Lining

It's not all bad, though. Denver's still one of the greatest cities I've ever been ta. There are plenty o' ways to make yerself some cash, you can find jus' 'bout anything your heart desires in the shops and on the streets, the entertainment scene is... well, entertainin', and, 'course, there's no better place than

Denver ta hitch yerself a ride out West.

If cash is what ya need, jus' take yerself a looksee 'round the city. The Police Department kin always use some new deputees, if'n yer into that scene... which I'm perty sure you ain't. The rail barons are always lookin' fer some hard workin' fellas, as are the teamsters and cattle drivers. 'Course, there are many more ways ta earn a livin' partakin' in the shadier side o' things, but bein' a deputee and all, I'm not gonna git into that.

If goods n' services are what ya want, Denver's got it all. Hop Alley, Denver's Chinatown, has really grown over the last couple years, and is the perfect place ta pick yerself up imported goods or a bit o' the exotic. Thent here's the various shops and businesses 'round town, all of which are sure ta have somethin' yer lookin' for... 'specially if ya've got the cash or connections. The 'ole natorious black market's really thivin' in Denver these days, and if ya can't convince a storekeep ta open up his storeroom fer ya, it's a sure bet ya kan find what yer lookin' for on the streets.

If I were ya, I'd go and git me some new eyeglasses, ta start.

As for excitement, there are more than enough saloons in Denver ta keep any man intoxicated fer a good, long time. Bar fights are, 'course, frequent, and guns are often fired... but at least it's all in fun. If small-time card games and darts jus' don't tickle yer fancy, the gamblin' halls are always eager ta reach into yer pockets.

Oh... what was the last bit I was gonna bring up? Ah yes; travellin' West. The reason yer in Denver, I bet. Well, wagon trains are always takin' off this way and that, and most are more than happy ta take ya along with 'em. For a price, of course. Then ag'in, if ya happin' ta be plannin' yer own lit'l money-seekin' expedition, there are even more people lookin' ta find someone ta ride along wit'.

What did ya say? Ya want ta know 'bout the wierder stuff, eh? Well, if ya insist...

The Boy Who Cried Werewolf

There are more strange rumors 'bout things in an' outta Denver than I've heard most anywhere else. The Epitaph, that amusin' tall-tale tellin' paper, has even decided ta set up shop downtown. I dunno what ya've

Things To Do In Denver When You're Undead

1966



read 'bout Denver in there, but there are some stories I've heard mahself that ya might be interested in.

Good ol' Police Chief McCallin, shot down by a gang o' bank robbers a month or so ago, is said ta be back for revenge. The ghost rock-powered train that decided ta blow up a few months back has been seen steamin' 'round outside the city, finishin' it's route. And there's always the big snakes that ranchers say keep eatin' their beef. Throw in stories 'bout hordes o' walkin' dead, monstrous grizzlies, and were-thingies int he night, and ya've got yerself quite a jumpy buncha people.

My Lord! Behind you!

Oops. Didn't mean ta make ya faint.

Guess I won't be doin' that joke agin' any time soon.

Epilogue

Anyone awake in that? Hello? HEL- Oh, yer back.

I'd really 'preciate it if ya'd stop doin' this. Yer attractin' attention.

Anyhows, partner, we're almost there. I'm sure you'll be jus' fine handlin' yerself in Denver wit' all the knowledge I've learned ya today. Jus' remember the golden rule of survivin' in Denver; "never trust anyone."

Yeah, so ya've heard taht one before. What can I say.

Now that ya've got yer balance back, jus' head on down that alley over there; the Denver House is right on the other side.

Don't worry, it's perfectly safe.

No, I didn't see any shadows moving down there.

Nor did I hear a gunshot. I thnk yer jus' lettin' yer imagination git ta ya.

What?

I take offense at that! Of course you can trust me; I'm with the law. Do ya think I would 'ave warned you 'bout not trustin' anyone if I wasn't ta be trusted mahself?

'Course not. Now git goin'.

And have a nice day.



Things To Do In Denver When You're Undead

Denver: Queen City Of The Plains

Compared to the other major cities of the late 19th century, Denver was little more than an whiney infant back in '76. Denver's origins date back to 1858, when the first mining camp was founded at Cherry Creek. The actual city, previously a collection of smaller camps, wasn't even founded until April 1860.

What follows is a compressed historical account of Denver from its beginnings through 1876. The Reckoning, the Great Quake, Indian uprisings and the continuance of the bloody Civil War have all had their share in shaping the Denver of Deadlands.

Gold Fever

Until the California Gold Rush hit America, Colorado was of little interest to anyone other than the Native Americans who lived in the region and the few trappers who decided to make their living there. The ground was too arid for farmers and a treaty with the natives made back in '51 assured them that no one would settle their land. Other than Fort Laramie and a few other military posts, Colorado was little more than an expanse of desert between the east and west.

Rumors of gold found by California-bound prospectors at Ralston Creek in 1850 quickly spread east, but few braved the long journey to Colorado. In 1857, soldiers led by Major J. C. Sedgewick were passing through the area when an Indian scout by the name of Fall Leaf chanced upon a few nuggets of gold in an area long Cherry Creek.

With Ralson Creek in mind, a prospector named William Green Russell began planning an expedition to Colorado. In June of 1858 the party, now numbering over one hundred, reached the junction of Cherry Creek and the South Platte. Their finds were small, and after some fruitless exploration in the area, most of the party left. Russell and a few others stayed, however, and quickly stumbled upon a larger find at Dry Creek's connection to the South Platte. Placer Camp, as it had been named, temporarily held the prospector's interest, but they soon left north in the hope of better finds.

Shortly after the Russell party departed, more gold-seekers from Kansas, having heard of Fall Leaf's find, happened on Placer Camp. They settled down,



and were soon joined by others. When the Russell party returned, having no luck to the north, a dozen or so cabins had already popped up around Cherry Creek and the South Platte.

Although many small towns were created in the surrounding area, most only existing in the eyes of their creators and inhabitants, two in particular paved the way for the future city.

The town of Auraria, founded by members of the Russell party and others from Lawrence, Kansas, was created in November of '58 on the southwestern side of Cherry Creek. A few days later an armed party led by William H Larimer, Jr. jumped a mostly-abandoned site across the river from Auraria. To verify their claim, they quickly created the Denver City Town Company. The two sites became rivals overnight, both fighting for the same resources and businesses that would keep them alive.

Denver Is Born

The first major business to locate itself in the area was The Rocky Mountain News. Its founder, William Byers, initially located the newspaper in Auraria, but soon moved to the dry Cherry Creek riverbed between both towns to keep everyone happy.



Things To Do In Denver When You're Undead

The biggest upset to Auraria came when Denver City won the bid on Leavenworth and Pike's Peak Express, bringing the first stagecoach connection to the area. Businesses, especially hotels and saloons, quickly sprang up around the terminal, hurting Auraria even more.

More people began flowing in to the area in '59, again drawn west by the prospect of gold. With no farms or industry in the area, many people made money off of transporting goods from back east, and shysters found a great place to earn a little cash.

Auraria, hurting badly from lack of business and population, finally merged with Denver City on April 6, 1860, creating the combined city of Denver. Although only a couple of years old and having few farms and no industry, Denver now boasted a population of almost 5000.

Trouble, Trouble and More Trouble

The next few years turned out fairly bad for everyone in the Denver area, both Native Americans and settlers alike. The Arapahos had long used the area around Cherry Creek as a campground, but had so far only objected slightly to the intrusion. They continued to mingle and trade freely with the settlers up through the early 1860's. There were few problems between the two groups at first, but as the city began to grow, so did the problems.

Then, in late 1860, the Civil War began. Denver, still in Kansas Territory, had little in the way of local law support. With the outbreak of the war, the already mostly lawless city suffered even more from gunfights and killings. Most of the locals were from the North which helped to keep incidents down, but the fear of war was still present. To make matters worse, much of the local military, having previously been a major part of the law in the area, was now off fighting elsewhere.

As the war raged on, the government did their best to settle the dispute between the Indians and the locals. Talks with the Native Americans began in 1860 in the hopes of gaining control of the Denver area and northeastern Colorado. A new treaty was finally signed on February 18, 1861, but many of the chiefs involved declined to sign. Ten days later Congress proclaimed the area Colorado Territory, solidifying its claim to the area despite Indian protest.

Although the natives were generally peaceful, fearful settlers kept the tension between the two groups high. Bad hunting, both due to government intervention and over-hunting by settlers, drove many of the Native Americans to aggression. Attacks on wagon trains, hunters, and farms kept the two groups at each other's throat.

On April 19, 1863, things got even worse. Late at night a fire started in the middle of downtown, destroying most of the business district. Brick buildings quickly replaced the ruins. A little over a year later, Cherry Creek flooded, destroying much of the city along its banks, including the Rocky Mountain News building (which was, of course, built on the riverbed itself) and City Hall. The paper resettled elsewhere, and damaged buildings were rebuilt, but many people were left homeless for months to come.

When the Reckoning hit, spewing forth all sorts of evil into the world, tensions between the Native Americans and Settlers again reached a high point. The whites blamed the Indians for the strangeness, and the Indians blamed the whites for angering the spirits. Open war broke out between the two groups, which the government had little control over thanks to the Civil War.

In a desperate move on the settler's part, Colorado's Third Cavalry, commanded by Colonel John M. Chivington and currently stationed in Colorado, readied for action. Despite the Cheyenne and Arapaho's neutrality towards the settlers, the cavalry made a surprise morning raid on a large camp at Sand Creek where many Indians from both tribes were staying. No one in the camp was spared.

The atrocity escalated the battle between the two groups, spurring already-angry natives to all-out war. In the following week a tribe of Arapahos led by the previously pacifist Chief Niwot razed nearby Boulder City. As time wore on, the fighting weakened, both sides running low on war supplies, but Indian raids on mountain settlements and mining camps continued.

Denver was in a bad situation with little hope for salvation. If guerrilla attacks from angry Sioux weren't enough, Denver was beginning to feel the pains of not having any railroad connections with the rest of the continent. After much debate, locals decided that the railroad situation was, at the least, something they could change.



Things To Do In Denver When You're Undead

Building the Iron Snake

In 1866, the Union Pacific, although still far behind in its completion of a transcontinental railroad, had decided on passing the railroad through Cheyenne rather than Denver. This was a major blow to Denver; the cost of shipping things out on wagons was becoming too much for the still-small town to handle, and a railroad was the only real solution. Denver residents, knowing they wouldn't be able to survive as a city without a railroad connection, called a public meeting on November 13, 1867. During the meeting, the decision to build a railroad to the north to Cheyenne was reached.

[Note from Darrin Bright - This section isn't entirely accurate since it was written before most of the sourcebooks were released. The Union railroad is called Union Blue rather than Union Pacific, and they went south through Dodge instead of north through Cheyenne, though they now have a spur directly into Denver. Assume the residents of Denver decided to build the first spur southeast to Dodge, and the Cheyenne spur was built later. Smith & Robards purchased the Denver Pacific in 1873, and the first link was to Salt Lake City. Union Blue, Wasatch, and Black River now all have connections to the Denver Pacific. Union Blue and Denver Pacific trains share the same rails, which gives S&R access to the east coast and Union Blue access to Fort 51 in Nevada. Wasatch and Black River have to transfer cargo to Denver Pacific trains to use Denver Pacific rails.]

Construction on the railway began on May 18, 1868. Work went at a feverish pace, and, with the help of Union Pacific backers, the road was completed on June 22, 1870. The UP, its troubles growing steadily worse with time, still managed to make the connection at Cheyenne upon the DP's completion. Then, in August, the Kansas Pacific gave Denver a direct connection to Kansas City and St. Louis. Despite attacks from Native Americans, bandits, and occasional strangeness, and the beginning of the "Great Rail War," Denver now had its own rail connection with the east.

With the coming of the Great Quake and the subsequent ghost rock rush, Denver grew from a small mining supply town to a full-blown city. Denver's location made it a prime spot for people to

gather their supplies before heading east to strikes in the Rockies or west to the Maze. Additionally, Denver's new railroad connections placed it as far west as one could travel on train. With all the incoming business brought by the rush, many prominent businessmen who had moved to Cheyenne back in 1867, including innkeeper Barney Ford and gambling tycoon Edward Chase, moved back to Denver. Denver's newfound wealth also led to the Denver Pacific's purchase of Colorado Central, a competing railroad based out of the nearby town of Golden.

With the addition of CC's land claims, the DP was able to build a web of railways around Denver, up into the Rocky Mountains, and to many other nearby towns and cities. Bela Hughes, president of the Denver Pacific and in charge of the Holladay Overland Mail & Express Co. in Denver (originally the Leavenworth and Pikes Peak Express), was now in a position powerful enough to take full control of both companies. Hughes, Denver's first and only rail baron was now one of the most powerful men in the booming metropolis.

Denver Expands

Denver was now set to become one of the most influential cities in America. Business, wealth, and population all fed off of each other. The more immigration to the area, the wealthier the locals became and the more business boomed, which in turn drew more people to the Queen City of the Desert. There seemed to be at least one train entering or leaving the city at any moment, downtown was constantly bustling with people, and the major players in politics and business were increasing their holds on the city. By 1876 Denver had over 30,000 permanent residents, plus thousands more "jus' passin' through."

Among the changes taking place in the city following the railroads was crime and its prevention. The Pinkerton Detective Agency set up shop shortly after the first train steamed into Denver, and in 1874 the Denver Police Department, headed by Chief J. C. McCallin, was officially created. U.S. Marshals, fearing the Confederates might take an interest in Denver, began patrolling the city heavily in the early 1870s. However, the lawlessness which fed off the chaotic environment of the city proved to be too



Things To Do In Denver When You're Undead

much. Shoot-outs between the law and criminals, criminals and criminals, Notherners and Southerners, and just about every other combination possible were occurring on a daily basis and steadily getting worse. With problems beginning as early as 1870, residents began moving out of the city towards the safer suburbs springing up nearby.

The exodus of people from central Denver to the suburbs led to the development of a streetcar system. Most people worked downtown, a trip which proved difficult from their homes in undeveloped areas around the city. The Denver Horse Railroad Company (soon renamed the Denver City Railway Company due to its use of mules as well as horses) began in downtown Denver in 1871. Although the first rails only serviced a small area along Larimer Street, they quickly began spreading to more outlying areas, along which the first streetcar suburbs were built. In 1873 a second line was built, and by 1876 streetcar rails criss-crossed the city and the new residential towns surrounding it.

In early 1876, Colorado Territory was officially made a U.S. State, with Denver as its capitol. The South, not wanting the trade center under complete control of the North, followed suit by declaring Colorado a Confederate state. Although the area had basically been Union territory from the start, the current stalemate in the war was enough to allow Confederate troops into Colorado, which the Union countered with its own small detachment. Although no major battles have so far occurred, troops from both sides have made raids against targets in Denver. Deserters from both sides often end up in Denver, adding to the confusion, and half of the trains chugging through the city are bound for destinations on both sides of the battlefield.

In the first few months of 1876, a couple of important incidents occurred. On May 4th, Police Chief McCallin was murdered by a group of bank robbers. City Marshal David J. Cook took over the office, and an investigation into the murder began immediately. The case was settled on the 13th when all four men were found hanging from the rafters inside the robbed bank.

A week later, the Denver Pacific Number 7, a large and experimental train that had just been

outfitted to run using ghost rock, exploded a few miles outside the city on its maiden voyage. All 78 passengers booked on the high-profile run were killed.

Despite the added troubles of army conflict, Denver is continuing to maintain its place as the trade and travel center of America. So far, nothing has been able to stop the Queen City, and it looks like it will continue to grow in the years to come. Only time, of course, will tell...

Denver As It Is

With all that historical information swimming through your head, you may not have realized that we have yet to truly set the scene for Denver as it is in the Deadlands year of 1876.

Arrival

The first impression most people get of Denver upon debarking the train or stepping off the wagon is that of chaos. People from all backgrounds, colors and occupations fill the streets, oblivious to anything beyond their current destination. Street merchants hawk their wares loudly from small street-side booths and carts, adding to the already confusing barrage of sights, sounds and smells. For those caught up in the wonder of it all, their purse or wallet is probably being carried off to some thief's hideout for inspection.

Anyone who stays in the city for more than a few hours, however, will get a deeper sense of its workings. The apparent anarchy isn't much different than a large train depot or trading post; essentially, Denver is little more than a giant trading post itself. Everyone in the city is there for a reason, and if you find someone who says otherwise, you'd better check your pulse and possessions. They're probably after one or the other.

Locals and Visitors

Those who live in Denver are of a rough breed, having survived many tough challenges that would have spelled disaster for most other young cities. Those that have stayed have managed to make a good living, especially in these changing times, but still remain the hardy pioneers that they are. Nearly all have jobs involving trade and travel, from working at stores to loading and unloading the wagon caravans and trains that frequent Denver. The rest keep the city



Things To Do In Denver When You're Undead

utilities running, raise crops or (more often) livestock, or spend their time bamboozling everyone else. As most would guess, the resident population of the city is mostly comprised of men. Only one person in five is female, and the ratio of women to men amongst travelers is much less.

Those traveling through the city are a much more varied group of people. Tinhorns have become almost as common as cowboys, and foreigners from many different parts of the world can be picked out of the crowds. Travelers through Denver tend to stop for supplies, find a place to spend the night, and head out the next day.

Fightin' Words

Considering the situation, gunfights and criminal acts are both quite common. Many gunslingers have made a name for themselves on the streets of Denver, while others have had a name made for them on tombstones in the city cemetery. Bandits and petty thieves float in and out of the city with everyone else, making some money (or a living) off of the people and businesses. Hearing gunshots or witnessing a robbery isn't out of the ordinary, and the fact that everybody is armed doesn't help things much.

The Denver City Police Force, numbering under a dozen permanent officers (largely due to high mortality and quitting rates), is almost completely ineffective against the rising tide of crime and violence. Even worse, most anyone can get themselves deputized, which has led to a high rate of corrupt and downright criminal officers.

The Pinkerton Detective Agency has a large branch office in Denver, and there are normally as many U.S. Marshals in the city as police. However, neither enforce the law much due to their other duties; the Pinkertons have quite a few reports of strange incidents that need to be quieted down, and the Marshals spend much of their time confiscating Confederate contraband and fighting it out with Texas Rangers and Reb forces.

What little law there is comes from people willing to stand up for their rights. Criminals caught are often handed over to (or, more often, taken by) locals and lynched. Hangings are almost a weekly sight, and many consider lynch mobs to be Denver's official pastime. It's not legal, and innocents find themselves

hanging from a rope just as often as criminals, but it's the only way the city can keep from devouring itself.

That's All She Wrote

...for now at least. Details on how the city works, from its economy to transportation and everything in between will be covered next issue, along with many of the places in and around the city that your posse may find interesting. Throw in some job opportunities, more details on the local law, and the people you may or may not want to meet, and you've got yourself a reason why life's worth living..

So, until then, strap on your pistols, adjust the brim of your hat, and head off into the sunset. You're bound to wind up in Denver eventually.





Things To Do In Denver When You're Undead

Part Two

Preface

Howdy there, stranger! You seem like you might be lost. Well, never let it be said that Denver ain't a friendly town. As part of Denver's finest, I'd be happy to help you wind yer way.

Where did you say yer goin'? City Hall, eh? Seein' as how there ain't really a proper one o' them around, it'd be easier for me to show ya where them crooks are meetin' this week. Follow me.

I guess they ain't gettin' a lot o' sun out East, eh pardner? Yer pastier than a snake's belly. Sun always shinin' out here in the Rockies, though. We'll have ya lookin' right healthy within the week. 'Til then, ya better keep the brim o' that wide hat o' yers low so's ya don't end up redder'n a dyin' man's blood.

You say yer here in town to catch a killer, eh? Nothin' personal, son, but you don't look strung together well enough to swat flies. Good luck to ya, though.

I'd offer the Department's help, but unless the killin' took place in town, it's none of our concern. Keep that in mind when you pick out a place to make a body outta that man. Especially if it's someone important. Those kinds of people can buy their own justice.

Anyhow, here we are. City Hall's just on the other side o' that alley. I'll be watchin' as you walk on through. And be sure to say hi to my children while yer in there. They ain't fed for a while, and they get mighty hungry.

Y'ain't gona need that smokewagon, son, and watch where yer pointing that thing while yer at it.

Hey, I thought you looked familiar. Heh, I led you down that very same alley just about a month ago, right? I coulda sworn my kids'd had their way with ya, but now here ya are, grim and pale as the Reaper himself.

Yer bein' back aside, I oughta warn ya I'm Hell on the draw myself. Just put that down, and I won't blast yer cold heart outta what's left of yer chest.

Since ya won't take decent advice when it's offered, I got me no choice.

BLAM!

Damnation, son. That hole goes right through ya. Are ya too stupid to fall over when yer dead?

BLAM!

Guess I ain't...

Gettin' Along In Denver

There are a few basic things every visitor to Denver should know. The city runs differently than most others, and can be confusing for those new to the area. That's not to say the locals are any less confused, of course.

Transportation

Denver boasts a large network of streetcar rails spanning the entire downtown area and out into the many suburbs surrounding the city's core. For 5 cents a ride, you can quickly get into every major part of Denver.

The cars hold around 20 passengers and are pulled along the tracks by horses or mules. Since the road's condition isn't a factor, the ride is much more comfortable than by wagon, and the slow, steady pace allows those new to the city to take in its sights with ease. There aren't enough cars to match the demand, so catching one with room can be iffy.

Some of the slack is taken up by enterprising taxi drivers. Although the prices are higher (about 10 cents a mile) and the ride relatively uncomfortable, the privacy and versatility of the cabs often make up for it. Rather than having to walk a block after debarking from a streetcar, a taxi cab can take you right up to the front door of your destination.

Trains, though not useful for travel inside Denver, are still the major way in and out of the city. Prices vary depending on the season, demand, and other factors, but remain competitive with prices elsewhere.

At almost any time, there's a train traveling to Denver (directly or indirectly) from almost every major Eastern city. The Denver Pacific train depot has been forced to expand in the last couple years, and it now supports a daily flow of between 5 and 20 trains. During the winter, the traffic reaches its low point, often coming to a dead halt following a large snowstorm. As spring and summer arrive, the traffic builds up again, and by June there is barely a stop in the flow of trains in and out of the city.

Things To Do In Denver When You're Undead



Of course, there's always the stagecoach. A couple different companies, plus a dozen or so smaller operations, still provide service to many Rocky Mountain locations, as well as to cities farther west and outside of train service for around 10 cents a mile

During Denver's warmer months, the streets are filled to bursting with people, and the congestion caused makes travel by foot, horse, and wagon slow and tedious. The streetcars don't have this problem, as people have come to respect their tenacity in keeping to their schedules (they'd rather run you over than stop), and Denver's many taxis tend to pay about as much attention to people in the way as do cattle in a stampede.

The Economy

Even though Colorado is technically a Union state, its disputed status has forced it to act as an independent nation. Although the government officially endorses the use of Union dollars only, businesses have made it standard practice to take

almost any form of payment. If you're short on funds, some places still barter for goods or services.

Denver relies heavily on imports, which is problematic considering the war takes away many of the resources the city thrives on. Businesses are forced to purchase their inventory largely from independent companies which don't always have everything needed. Private ventures (small-time merchants, thieves, etc.) comprise the bulk of these, along with wholesale distributors with extra stock they need to get rid of. Deliveries are sporadic, and in many cases it's just a matter of luck that a store can restock its inventory before it runs out.

In other words, Denver is always in need of something.

Thanks to this, shopping in Denver is a long, tedious, and often unproductive. Basic goods, such as food and clothing, normally pose no problem, but finding much of anything beyond that is like going on a treasure hunt. Once you manage to find a store that



Things To Do In Denver When You're Undead

actually has what you're looking for, you may find that the price is dirt-cheap -- or ten times more than you expected!

Businesses are prepared to lose customers to a competing establishment at any moment, so prices depend on many different factors. If one store is the only to have whiskey on a particular day, you can bet that they're charging an arm and a leg for it. Similarly, if a large shipment of hats just arrived in town, most every business tries to undersell the competition, while a few smart ones hoard some to sell at a higher price once everyone else has sold out.

The Government

Being newly admitted to the Union, Colorado's state government is still changing over from its territorial roots and is mostly ineffective in local issues. The Colorado government had about as much power as a kid with a cap-gun before statehood, and the restructuring going on in '76 has reduced that to virtually nothing.

In theory, the state government is in control of the city, but in effect it does little. Without much help from federal sources, the Denver government has taken on the burden of running the city all by itself.

The cogs of the city government are greased with bribes, treachery, and a good amount of spilled blood. Everyone in office is looking out for his own good and little else, and the rest are just trying to keep their jobs as their bosses are replaced by more ambitious and bloodthirsty men. Local business tycoons, criminal elements, and the ever-present Denver Pacific are the real powers behind the government, keeping it alive so long as they can keep raking in the cash. Public utilities not privately owned -- most of them are -- are kept in working order. Beyond that, the government is little more than a shadow.

The city was built on self-reliance, and the citizens hardly seem to notice the chaos in which they live. Though Denver is one of the largest cities in the West, it still works on a small-town mentality in which the people are the government.

As for an official government building, none currently exists. Meetings are held in various hotels and halls around town, often in secret to keep any "unwanted events" from occurring. There have been multiple town halls in the past, but each has been

abandoned for one reason or another. Money is always being raised to build a permanent structure, but budget cutbacks and red tape keep it little more than a dream.

The Law

As the city grew frantically following the ghost rock rush and coming of the rails, the Denver City Police Department was created. The name impressed people, but it didn't change the fact that it was the same sheriff and deputies that had been doing their best to keep the peace -- and failing. Marshal McCallin was named Chief of Police, and everything went on as it had before: not very well.

In 1874, there were 13 people on the police force, and as of '76 there's fewer. Law enforcement isn't a career Denverites aspire to, so most men in blue are from out of town. They're often only around long enough to get the cash for a train ticket out. Those that stay tend to be as crooked as the city politicians, and those still true to the badge don't seem to live long.

The Pinkerton Detective Agency set up shop in Denver in '71, and has since grown to be one of the largest branches in the West with a standing staff of at least ten detectives and dozens of secretaries. It serves as a staging point for detectives heading back and forth across the country. Although some corruption has found its way into the Agency, the Pinkertons are still as effective in Denver as they are everywhere else. In most cases, it's a much better idea to give them a call than to waste your time with the police.

Along with the Pinkertons, the Union government has sent a handful of US Marshals to Denver to help keep the peace. Over the years, the numbers have grown, and there are between five and ten Marshals in the city at any time.

Rather than waste their time trying to keep the city in order, the Marshals do their best to keep the Rebs out of Denver. Whether this be by checking out a train's cargo or interrogating a suspected spy, the Marshals always seem to be on the trail of something big. Naturally this brings them into conflict with just about everyone you can imagine, making them one of the least-liked groups in the city.

Things To Do In Denver When You're Undead

Things To Do

For those looking to make a little cash, Denver has more than its share of job opportunities -- especially if you don't mind getting your hands dirty. There's always something that needs doing and seldom enough people to get it done. Even if you're not in town on business, there's always the chance that it'll come looking for you.

One of the largest job markets in Denver is the railroad. Denver Pacific can always use some help in one department or another and generally hires on most anyone showing an interest. Gunfighters and those with "special talents" are in high demand as security guards. The train station is often the site of shoot-outs, and bandits and rail barons often make attacks on the trains themselves. Beyond that, some higher-ranking officials in the company often need protection, providing work for those more discreet in choosing their jobs.

If "hazard pay" isn't in your job description, there's always work to be found in the train yard or laying tracks outside of town. Not to say that these jobs don't have their dangers, but it's much safer than making your money with your gun. The Denver Pacific is constantly expanding its web of tracks into the surrounding area, so there's always need for laborers. The work is fairly safe -- the DP has gotten into the habit of assigning armed escorts to all major operations outside of town -- but very strenuous, and injuries are common. Work in the yard is easier, as it mostly involves loading freight cargo from cars, but workers still get hurt.

Although not normally an option for those new to town, there's also a small demand for mechanics and conductors. The DP is very careful about who it hires on for these positions, so only someone with great connections (or a decent amount of supernatural power) is going to wrangle one for herself. The pay is good, though.

Lawmen, self-appointed or otherwise, are also in high demand. Following a quick interview and a small amount of paperwork, most anyone with the desire can get themselves deputized and patrolling the streets. The pay is lousy, there's a good chance you'll get shot, and there's a lot of people who won't like you -- but at least it's work. Of course, the "benefits"





Things To Do In Denver When You're Undead

you can get from shady individuals are often pretty good, which is one of the few reasons anyone joins up these days.

The various businesses around town, from stores to saloons to gambling halls, are normally looking to hire on some hands. Most places have at least one guard on duty around the clock and can also use the occasional "unknown" to put a competitor out of business. Saloons and gambling halls need bartenders, dealers, dancers, and company shysters, so those with the appropriate abilities can make a nice amount of money this way.

There's also a ton of ways to earn some cash on your own. If you've got a wagon, stagecoach, or other means of speedy transportation, mercenary teamsters are needed to transport goods around the city and beyond. The Holladay Overland Mail & Express Co. hires on teamsters with good reputations, and many other organizations do the same. As stated before, Denver is always in need of supplies, so pretty much any cargo you can get your greasy little hands on can be sold for a profit to the city's stores.

Snake-oil salesmen and shysters can make themselves loads of dinero in the Queen City. There's a fool on every corner, and as long as you can keep from getting caught, you've got it made. This isn't a new idea, so there are already quite a few well-established people pulling scams around the city. If you're planning on making a living this way, make sure you're not cutting in on someone's profits. It's hard to run a sting while six feet under.

Places To Go

A list of all the places to visit in Denver would very likely take up an entire book. This is a small collection of the best-known establishments in the city. Businesses come and go all the time, so the Marshal should feel free to make up other places to fit the campaign.

Travel Spots

Denver Pacific Train Station

Located along the South Platte River between 19th and 22nd streets, the DP train station has grown immensely in the last few years, expanding to fill almost six city blocks. People are constantly bustling in and out, making it the busiest and most congested

part of the city. Crowds gather around hawkers, street performers, and the occasional fight, their banter and movement filling the main building with noise.

The train yard, originally located a few blocks south of the station, has since been moved to the opposite side of the tracks. The orderly rows of cars being loaded and unloaded, repaired, or connected together strike a metaphorical contrast to the lines of people milling around on the other side of the rails.

Holladay Overland Mail & Express Company

Next to the Denver Pacific station, the Holladay OM&E Co. building, located at Fifteenth and Holladay, sports the most traffic in the city. Build right up the street from the original Pikes Peak Express building, the HOM&E now houses the Denver Post Office and serves as a major part of city life even after the coming of the railroad.

Stagecoach service for those without the desire to ride a train (old-fashioned weirdoes) is available, and the HOM&E guarantees to get you to any destination this side of the Mississippi -- for a price.

Wells, Fargo & Co. Express Office

After a failed attempt to buy out the Holladay Overland Mail & Express Company in 1867, Wells Fargo set up shop on Fifteenth and Larimer. Tough competition has kept their business low, but they've beaten out HOM&E for a big contract more than once.

The Elephant Corral

Built as part of an expansion to the Denver House (see below), the Elephant Corral is Denver's main stop for freight wagon trains. The corral has grown to take up half the block on Blake between Fourteenth and Fifteenth streets, and the street is always crowded with traffic.

Inside and out, livestock and supplies are sold, bought, and traded. The Elephant Corral also serves as a great place to find yourself a cheap ride out of town, and the wagon drivers are often on the lookout for some hired hands.

Hotels

Denver House

When the Elephant Corral was constructed in 1861, the Denver House ceased to exist as a separate



Things To Do In Denver When You're Undead

entity and was swallowed up as part of the corral. As the city began booming in the early '70s, the Denver House was reestablished on a site adjacent to the Elephant Corral, and it has since recaptured its title as Denver's favorite place for visitors to hang their hats.

The hotel is one of the best in Denver, although it pales in comparison to those found in the East. Prices are high and generally not worth it, but its reputation keeps the people coming in.

Broadwell House

One of the first hotels built in Denver, the Broadwell House was erected in late '59 - early '60 at 16th and Larimer. A third floor was added in 1870. Although a middle-class hotel in all respects, the Broadwell House still gets enough business to be considered among the top in Denver.

The Inter Ocean

Built in 1873 by Denver's most prominent black businessman, Barney Ford, the Inter Ocean has become almost as reputable as the Denver House. Its service is better, and there are accommodations for 132 guests. The hotel is located at 16th and Blake.

El Dorado Hotel

Opened to the public in 1859, the El Dorado has changed ownership multiple times, been rebuilt and torn apart, and even disappeared for a year or two. It's currently one of the worst hotels in Denver, serving as a flophouse in addition to providing cheap rooms and service to those who wish to disappear for awhile. Located at 10th and Larimer.

Banks

United States Mint

Originally the Clark, Gruber & Company building, the US government bought their minting equipment and the building in '63. The mint is not yet operational and is currently serving as federal government offices. Located at the northwest corner of Holladay and Sixteenth Streets.

Colorado National Bank

This was named the Kountze Brothers Bank until it received its national charter in 1866. One of the larger banks in Denver, it has been robbed often enough that their security is pretty tough. Located at Fifteenth and Blake.

First National Bank

This was built on the corner of Fifteenth and Blake in 1865, across the street from the then-Kountze Brothers Bank. It was originally Clark, Gruber & Company, and the bank's first building still exists as the United States Mint (see above).

Businesses

Joslin Dry Goods Company

Just one of the many businesses competing for profits in Denver, Joslins opened in 1873 on Sixteenth and Larimer. It specializes in foodstuffs but still sells a vast assortment of other items to keep business up.

Daniels and Fisher Store

Having recently moved to a two-story building on Sixteenth and Larimer, the Daniels and Fisher Store is currently the largest in the city. This is the one place where things are almost always in stock, which also means it's normally crowded with shoppers. Beyond the wide variety of wares, the building also contains a restaurant for those in the mood for fine dining.

Birks Cornforth's Grocery Store

The most prominent grocery store in '76, the Birks Conforth's is located in its new building at Seventeenth and Lawrence. If it's edible, you'll find it here -- unless it's already been bought out, of course.

The Rocky Mountain News

Following the Cherry Creek flood in '64, the Rocky Mountain News moved to the News Block, a building located on Larimer between Fifteenth and Sixteenth Streets, and has since been printing its paper from there.

The Epitaph

In an amusing turn of events, the Epitaph set up shop in Denver in the News Block building, right next to the Rocky Mountain News. Although the two papers are in separate rooms and report on completely different topics, their proximity has created a situation in which both try to get the drop on the other's stories. Thanks to this, the Denver Epitaph has been reporting on more "normal" events recently, and the News has been printing strange things that you'd normally find in the Epitaph.

Things To Do In Denver When You're Undead



American District Telegraph Company

One of a couple telegraph companies running in Denver, the American Telegraph Co. is noted for its burglar alarm service. Although it's largely useless thanks to the ineffectiveness of the police, many businesses and private homes in the city still employ the service. The firm's office is at Sixteenth and Lawrence Streets.

The Palace Theatre

More noted for its gambling than plays, the Palace Theatre is the place to go for a night of entertainment -- unless frequent fights, losing your money, and other rough-and-tumble escapades aren't your idea of fun. The building takes up most of the north side of Blake Street between Fourteenth and Fifteenth Streets, and its customers add to the congestion caused by the Elephant Corral.

Almost everyone hears something about the Palace Theatre before even arriving in town, and most rumors about the place are seemingly based on fact.

Mr. Money himself, Edward Chase, is its owner and builder.

The Law

Denver Police Station

The police station moves around quite a bit, and is currently at Thirteenth and Blake. It's rarely used, as few of the officers do much more than patrol the city. The tendency of Denver police stations to explode is always another good reason to stay away. Basically, about the only reason to go to it is if you're looking for a job or trying to get out of one.

Denver City Jail

Small, old, and always full, the Denver City Jail is located in the block at Colfax and Fourteenth that, in 1874, was set aside for a proposed county jail. Funding for the new jail never appeared, so the old building is still in use despite its inadequacy.



Things To Do In Denver When You're Undead

Pinkerton Detective Agency

Located in a two-story office building at Sixteenth and Curtis, the Pinkerton building serves as a central headquarters for most Pinkerton operations in the West. Security is tight, and the police and US Marshals often use its prison facilities to hold high-profile criminals until they can be transported to a better location.

Churches

Methodist-Episcopal Church

One of the first churches in Denver, this was originally established in 1859 as the Denver City Mission. On the corner of Lawrence and Fourteenth streets.

St. Mary's Cathedral

The first and largest Catholic church in Denver, St. Mary's Cathedral tends to hold the largest congregations in the city. Located at Fifteenth and Stout.

First Baptist Church

This small building on the corner of Eighteenth and Curtis that, despite its size, is always filled on Sunday.

Temple Emanuel

Denver's only Jewish church, the Temple Emanuel has a small but devout congregation. Located at Nineteenth and Curtis.

Everything Else

City Hospital

Despite the fact that its first patient died, the City Hospital is still the only place in Denver to go to with serious medical emergencies. The staff is overworked and underpaid, really only keeping the place open out of kindness. Denver residents are always given priority, which leaves many visitors out of luck. The hospital has moved around a couple time, and is currently located at Sixth and Cherokee, in the outskirts of Denver.

Hop Alley

Denver's famous Chinese neighborhood, Hop Alley has almost doubled in size within the last few years, filling the area between Blake, Larimer,

Twenty, and Twenty-First Streets. The area has become an attraction for both tourists and shoppers looking for Asian goods and services, largely due to its location next to the Denver Pacific station. All manner of exotic items can be found here, and the Chinese healers and spiritualists that live and work in the area are considered by many to be miracle workers.

Red Light District

Every city has one, and Denver isn't the exception. The area along Holladay Street between Eighteenth and Twentieth has been gradually deteriorating, and now nearly every other building is a "parlor." Many of the biggest shoot-outs and crimes are committed in this area, but most Denverites consider it a necessary evil. As long as it doesn't spread, the city has pretty much decided to leave it alone.

Boot Hill

Although far from the only one in Denver, this plot of land outside the northeast suburbs has been the city's main cemetery since 1859. The area has expanded greatly since the first grave was dug, and it now houses quite a few graves and mausoleums.

Since things started "goin' weird," the cemetery is avoided by most people. Enough strange stories keep everyone away at night, and during the day the only people who visit it are those putting someone six feet under.

People To See

Most of the people considered "important" in Denver might never come in contact with the characters. However, there are a handful that always seem to get themselves in on any major happening in the city, either through sheer luck, coincidence, influence, or just because it makes the game all the more interesting.

Mayor William J. Barker

Elections are coming up later in the year, and Mayor Barker is planning on staying as far out of the limelight as possible until then. He hopes his lack of concern will keep him from being reelected, something he considers a fate worse than death. As



Things To Do In Denver When You're Undead

usual, no one has yet shown an interest in taking over the position, making Barker extremely anxious and ready to do just about anything to get himself out of office and someone else in.

Police Chief David J. Cook

Following the murder of Chief McCallin, City Marshal David Cook was elected to this office. It's been difficult to fill McCallin's shoes, even with Cook's clean record and strong intuition, and so the police force is in even more disarray than usual. Cook has been spending most of his time at the police station, trying to figure out how to change the crime situation in Denver, and he has been more strict than McCallin in hiring officers.

Bela Hughes

The infamous Denver railroad tycoon, Hughes has built himself an empire out of his appointment as head of the Denver Pacific Railway back in 1867. The man has connections everywhere, and he's considered by many to be the real power in the city. In the last few years, Hughes has become a recluse, giving orders and making deals while hidden away from the public eye. Rumors of his death constantly surface, which are about the only thing that seem to get him out of his hidey-hole anymore.

William Byers

Founder of the Rocky Mountain News, Byers has made himself a fortune since his humble beginnings as a Denver businessman back in '59. He has recently been drifting away from the paper, spending more and more of his time and energy in other Denver business circles. Everyone is expecting him to sell his stock in the company soon, and many Denverites are lining up to buy.

Edward Chase

Following his establishment as a prominent and respectable man during his early years, Mr. Chase has since become the city's gambling king. A large portion of the saloons, gambling halls, and theatres are owned in part or whole by the man. He has often been the subject of investigations by the law, and he's believed by many to be involved in organized crime. However, he always seems one step ahead of the law, and he has evaded all prosecution attempts thus far.

Bishop Joseph Machebauf

A powerful man, Bishop Machebauf is the head of the Catholic Church in Denver, as well as being involved with many city issues. He is rumored to be a member of some more secretive organizations in the city as well, although this remains little more than speculation. All in all, Bishop Machebauf is a well-respected man, and his opinions and actions are taken quite seriously by the other major players of the city.

If That Wasn't Enough...

Next up: Marshaling in the Denver of Deadlands. Indians, conspiracies, and the real story behind many of Denver's people and places. Also, more than enough adventure hooks to get the marionette strings tied to the characters nice and tight.



Things To Do In Denver When You're Undead

Part Three

Preface

This is it, boys and girls; the final installment of "Things to do in Denver when You're Undead." We've been through a lot of information in the last couple months, and now it's time to give the Marshal something to laugh maniacally about until the players start shaking in their boots.

What follows is specifically for the Marshal only. If you're not the Marshal, I strongly suggest that you hand it over to them without reading it, as it will spoil many of the surprises Denver has to offer.

But if you do read it, well... I can't blame you; it's good stuff.

Just don't let the Marshal find out, okay?

Marshaling In Deadlands' Denver

What follows is an expansion on information presented in the last issue, as well as additional stuff not fit for player consumption. If you don't find what you're looking for here, it was probably purposely left out; these articles are intended as a guide for the Marshal, not a script. Each group's version of Denver should have a slightly different feel, as interpreted by each particular marshal. Recreate it, change it, and add to it however much you want; your players are sure to love you for it... in a hateful sort of way...

Transportation

Trains

The difficulty in catching a train to Denver varies wildly from place to place. However, getting out of Denver by train is usually always the same; bothersome, but fairly reliable.

Tickets are sold at box offices in the Denver Pacific Train Station, and are nearly always available up until the train's departure time. The Denver Pacific is known for its problems with scheduling, so purchasing tickets too far ahead of time isn't usually worthwhile. Tickets can often be bought off the scalpers found standing outside the station, with most selling them under the listed price. However, let the buyer beware; although many are being sold for honest reasons, there are a few people who have made a profession of selling counterfeit tickets to the gullible. These crooks have a feel for good targets, so

they are likely to stay away from the posse... but everyone makes a mistake once in a while.

Trains leave Denver about once an hour between 6 AM and 9 PM, and about every two hours after that. Since there are only a few direct connections to Denver, most people don't have to wait more than five hours or so for a particular train. Although the schedule normally remains the same week to week, all sorts of problems in Denver or elsewhere can change this. It can happen at the most inconvenient of times, as well as (for instance, when the posse members need to get out of town in a hurry). You can just imagine the spot that could put someone in, can't you?

I knew you could.

Train fare to/from Denver

| Location | Standard Fare | First Class |
|-------------|---------------|-------------|
| Cheyenne | \$5 | \$7.50 |
| Kansas City | \$30 | \$45 |
| St. Louis | \$40 | \$60 |
| Chicago | \$50 | \$75 |
| New York | \$85 | \$120 |

Streetcars

Streetcar rails span the entire length of the city, and can usually get folks within a few blocks of their destination. Each streetcar has its own route, which is displayed on a sign hanging from its front and back.

It costs 5 cents to ride a streetcar, no matter how far along its route one travels. Passengers planning on getting on another streetcar within the next hour can get a punch-card from the conductor allowing them to do so for free. This only applies to routes within the downtown area, however. All routes leaving for more distant parts of Denver will not accept punch-cards.

Taxis

Prices for taxi service will vary every time people hitch a ride, as the drivers tend to charge based on how inconvenient the destination is rather than on the actual distance traveled. For short trips from one downtown location to another, the cost is around 10 cents. Trips that require Cherry Creek or the South Platte to be crossed are between 15 cents and 25 cents, depending on the distance. Anything further than that can run up to 50 cents or more.



Things To Do In Denver When You're Undead

Stagecoach Service

Prices for stagecoach service to and from Denver are competitive, and run around 10 cents a mile. Wagons from each major stagecoach company leave several times daily, the exact number depending on how business is. Tickets are normally bought a few days ahead of time, although "rush deliveries" can usually be acquired in a couple of hours for a cost of two or more times the standard rate. The availability of a ride is usually based on the availability of a wagon and driver, so one can never tell if a ride will be available.

Stagecoach Fare to/from Denver

| Location | Ticket Fare |
|-------------|-------------|
| Cheyenne | \$8 |
| Kansas City | \$55 |
| St. Louis | \$75 |
| Chicago | \$90 |
| New York | \$150 |

Handling Travel in Denver

Little time should be spent carting the player characters around Denver from place to place. Tell them how much it's going to cost, how long it takes and voila! They're there. Keep in mind that travel almost always presents a perfect opportunity to throw situations at the heroes.

As far as time goes, figure that your average afternoon trip through downtown Denver will take 5 minutes per block traveled if on foot, 3 by horse, 2 by taxi, and 1 by streetcar. The farther away you are from the business district, the quicker the trip will become.

Item Availability

| Item | Cost | Time | Chance (d20) |
|--|---------------|--------------|--------------|
| Very Common (Food, clothing) | 60+(1d6x10)% | 1d8x5 min. | 19 |
| Common (Trail equipment, tobacco, alcohol) | 60+(1d8x10)% | 1d12x5 min. | 17 |
| Uncommon (Horse, ammo, pistol) | 50+(2d6x10)% | 1d10x10 min. | 14 |
| Rare (Rifle, wagon) | 50+(2d8x10)% | 3d4x10 min. | 9 |
| Very Rare (Explosives, camera) | 50+(2d10x10)% | 3d6x10 min. | 6 |
| Yeah, right (Mad scientist inventions, mystic items) | 70+(4d6x10)% | 4d8x10 min. | 1 |

Street congestion is much more important than distance, so these times can be juggled around to fit the situation. For instance, if Joslin's is having a giant sale on some hard-to-get item, you can figure that travel within a block of the store will take two or three times longer than normal.

The Economy

Unless the situation warrants it, most shopping trips to Denver should be made quick and easy, with a few rolls of a die determining how much something goes for and how long it takes to find it. If the acquisition of some item serves as a major point to the game, then hassle the players with the details as they go from store to store, block to block, trying to find it. This wears thin fairly quickly, though, so use it only if the posse needs to really appreciate the trouble they went through to find some item. Or you just feel like making their lives difficult.

If an item isn't found, the posse can continue to search for it, using the method above.

Note that mad scientist inventions and other super-rare items are always going to be extremely expensive in the first place, and are often sold in exchange for some service rather than for money.

Also, remember that most businesses will accept bartering as a means of commerce. If the players wish to purchase something through trade, use your judgment in determining the value of each item, and assume that most businesses will want to get more out of the bargain than the posse does.

Of course, in all cases, character skills can affect the outcome of a shopping trip.



Things To Do In Denver When You're Undead

The Government

Not a whole lot needs to be said about the government, as the posse probably won't have much contact with it, except at the lowest levels. Of course, the upcoming elections may very well be of some concern to the heroes. Election season is a dangerous time in Denver, and there are dozens of different organizations and people in the city with their own agendas. Many are willing to go to great lengths to make sure that their lackey gets into office.

Posse members, especially those new to Denver, may find it all too easy to get themselves tangled in the web of one conspiracy or another. How much of an effect this has on a game is up to the Marshal. Remember though, nothing ever happens in a vacuum, especially in a city like Denver. If the posse gets involved in something big, they may very well be messing up someone's plans. And, as always, some people don't take kindly to that.

The Law

Denver Police

Two words pretty much sum up the use of the police in a Denver campaign: "comic relief." Sure, they'll occasionally slap 'cuffs on a fellow and haul him off to jail for some minor misdemeanor. It's usually only a couple of hours before the offender is back on the streets, sooner if some cash is handy. Basically, the police should throw some life into the game, adding atmosphere where it is needed. Most have little idea how to actually enforce the law, and so end up getting themselves into some of the worst situations imaginable. Other, such as Slick (... you remember Slick, don'cha?), spend their time meddling in other folks' affairs for profit and amusement.

The Solder and the Gunslinger archetypes make for good generic police, although their traits and aptitudes should be lowered to better fit their cannon fodder image.

U.S. Marshals

Ouch. These are the guys who you need to be worried about. Where the police are next to useless, the Marshals should never be underestimated. If the heroes ever slip up, you can be sure that a couple Marshals will be knocking on their door.



The Marshals make perfect adversaries for the posse, no matter what side of the law they may be on. Well-known criminals are their prime targets, as are those that manage to pull off some newsworthy heist. On the other hand, law-abiding characters will still end up running into the Marshals on various occasions, as their paths are very likely to cross during an adventure.

The Marshals dislike it when someone else tries doing their job for them. Although most will try and handle any and every situation alone or with the help of only one or two compatriots, they aren't against calling in a dozen or more to deal with a big situation.

If a hero happens to be a Marshal, things are little different. This is one of the few instances where the Marshals will be more of a benefit than a nuisance. Most of the other Marshals in Denver keep themselves pretty busy, so the players shouldn't come to rely on them for assistance when the going gets tough. But, if given enough notice, the Marshals can be called in to help out the posse with the real important situations.

Things To Do In Denver When You're Undead



In all cases, care needs to be taken to keep the Marshals from having too much of an influence on the game. Marshal characters shouldn't be allowed to "call in the cavalry" every time they're about to take on some bad guys, and the Marshals shouldn't ruin every law-bending plan the posse members think up. If they're giving the players something to think about, they're doing their job. And so are you.

The Texas Ranger archetype, with a few modifications, will make for a quick-and-dirty US Marshal. More importantly Marshals should be created as full-fledged NPCs.

The Pinkertons

The more a particular campaign is centered around the supernatural, the more the posse should come in contact with the agents of the Pinkerton Detective Agency. Although they can be used in a similar fashion to the Marshals, interfering with or aiding the characters as they fight the forces of evil, they play another major role in Deadlands: a source of information.

The Denver branch of the Pinkerton Detective Agency acts as a "central headquarters" for much of the West Coast, gathering and sorting the information brought to it by agents from all over. If the posse has some inside connections (a fellow Pinkerton Agent, Friends in High Places, etc.), a large assortment of reports, studies, guides, and all other manner of knowledge can be made available.

Need to know how to kill a vampire? No problem. Well, almost none. You see, the difficulty with all that information that there is so much of it. If you're really lucky, you'll only find a dozen papers explaining how to slay a bloodsucker, and at least half of them will agree with each other. Most of the time, each will say something completely different, and only a couple will actually work. The same goes with news reports, maps, and just about everything else to be found. If an hombre can sort the wheat from the chaff, the Pinkertons are a gold mine of info. If not, faulty information might just buy him a prime spot in the bone orchard.

The pinkerton archetype can be used for a generic agent.



Things To Do In Denver When You're Undead

Things To Do

How the posse earns money in Denver (if that's even one of their goals) is going to change from campaign to campaign. However, the issue of pay is one of some importance, and one which may not be as obvious as it should be. Therefore, may the following information help the posse get their well-earned rewards:

For those in the "trading business," figure that they'll earn an average of half the going rate for common items, and more for rarer things. Unless characters have a way to get their trade goods at wholesale prices, they'll more than likely end up losing money rather than gaining it. However, Denver's economic situation is such that they may still end up raking in a fortune off of items they paid retail price for. The Item Availability Table, above, can be used to help determine the trader's profits; use the modified cost of the item as the "going rate," and divide it by 2 to find out how much someone will give them for each individual trade item. This is, of course, just a rough guideline, as role-playing and the Marshal's plans will be the real driving forces behind this form of commerce.

Other less dependable forms of making money in Denver, such as gambling or hustling, should be run as individual events for the purposes of determining how much money they earn. If the heroes decide to try it as a full-time occupation, just make a few rolls, run the characters through a couple small encounters related to what they're doing, and interpret their profit from there.

Pay Rates in Denver

| Occupation | Salary |
|--------------------------|---------------------------------------|
| Denver Police Deputy | \$35 a month plus \$0.25 per arrest. |
| Guard (Low-risk) | \$50 a month. |
| Guard (High-risk) | \$75 a month. |
| Teamster (Full-time) | \$125 a month. |
| Teamster (Freelance) | \$0.05 a mile, or various flat rates. |
| Hired Gun | Varies from individual to individual. |
| Manual Laborer | \$25 a month. |
| Soiled Dove (Prostitute) | \$200 a month... if she's pretty. |
| Card Dealer | 5%-25% of the house cut. |
| Dancer | \$30 a month. |
| Bartender | \$40 a month |

Places to Go

As you've probably already guessed, some of the places detailed last article are important for reasons beyond those listed.

Denver Pacific Train Station

This locale should serve as one of the major places of interest in a Deadlands Denver game; just about anything can happen on its polished tile floors. Its noisy and hectic atmosphere makes it the perfect place for a low-profile meeting. Shady dealings go unnoticed as the crowds chum by, and all manner of interesting characters have a tendency to wind up here. Time spent here is never boring, so the station can easily be used as the start (or end) of many exciting adventures.

Also see the "Transportation" section, above, for more info.

The Elephant Corral

Besides the livestock and supplies, many of the people who frequent the corral also deal in contraband and black market items, from military weapons to strange inventions. Finding something here can be very difficult without the help of the local teamsters, but once their trust is gained, it's only a matter of time before everyone's wagon will be opened for the posse's shopping enjoyment.

The Palace Theatre

This locale may very well serve as a major part of an adventure in Denver; it's the best place around to



Things To Do In Denver When You're Undead

get information. The gambling and drinks are also good, but the house has a tendency to cheat at cards, and the booze is a little expensive.

St. Mary's Cathedral

In a series of secret chambers built below the church, the Neo-Inquisition (described later) holds weekly meetings, plotting their next move against the supernatural. The "extraction of information" is also performed here, leading to a few rumors of ghosts haunting the building.

Boot Hill

The old Denver Cemetery outside of town is definitely haunted. This patch of unholy ground is home to more than one restless spirit. Folks buried up on Boot Hill don't always stay where they're planted, either. Walkin' Dead occasionally climb out of their graves to cause trouble. This doesn't happen too often -- only when something really bad has gone down in town, something bad enough to strike fear into the entire city population...

People To See

Most everyone in Denver has something to hide, Denver's elite being a perfect example...

Mayor William J. Barker

Sure enough, good 'ole Willy Barker is doing his best to blackmail someone into running for mayor this year. He's had little luck so far, and is more than happy to grease the posse's palms with cash in exchange for any incriminating information they may have about Denver's well-to-do residents.

(Former) Police Chief McCallin

He's back!

A couple days after his murder, McCallin awoke in his grave, and began the long climb out. He quickly realized what he was, and decided to make the most of his "second chance" by continuing to fight crime... this time without the law dictating what he could and couldn't do.

As a Harrowed, McCallin is quite the formidable foe. He's an experienced lawman, and has also gained the ability of Soul Sight through his undeath. With it, he's able to be judge, jury, and executioner all at once, sentencing criminals to the only jail able to hold them

eternally. He does most of his work at night, where his unusual appearance is less likely to be noticed. He has helped reduce crime in the city by a decent margin, mostly due to the rumors of his return rather than his actual crime-fighting.

Attribute-wise, create McCallin as you see fit for your campaign. He should be a good match for the posse, if a battle occurs between them for some reason, and should also be able to handle any abominations the posse can. When playing him, consider how he would view the posse; as criminals or crime-fighters. His outlook has become black-and-white, so if he's not with them, he's against them.

Bela Hughes

The reason for Mr. Hughes' retreat into seclusion is that he hasn't quite "been himself" of late. In fact, Bela Hughes no longer exists as an individual... his body has been under the complete control of a malicious and cunning Manitou for the last two years.

The critter wriggling around inside Bela has been doing its best to raise the fear level in the city, both through mundane and supernatural means. Although it has no "powers," and is limited by Bela's mortal body, other spirits and abominations know Mr. Hughes for what he is, and will follow his commands to the best of their abilities -- usually. The Manitou is aware of the existence of the Reckoners, and considers itself one of their servants, even if its not quite sure what exactly its masters' plans are. Bela is also involved with the Free Auroria Council (see below), supplying them with funds, equipment... and targets.

Should the posse catch on to the truth behind Bela and try to stop him, their lives will be in great danger. He has a powerful entourage of gunslingers and hucksters to protect him, and has made an unholy pact with a Night Haunt who serves him as a bodyguard and assassin. Any fight against Mr. Hughes will be a long and bloody one, worthy of only the heartiest of souls.

Edward Chase

As suggested last article, Mr. Chase is indeed involved in the darker side of Denver. Most of the smaller, independent saloons and taverns pay him off on a regular basis, and the rest are quickly put out of business by his goons. His grasp extends into both the



Things To Do In Denver When You're Undead

government and the Denver Pacific Railroad Company, although he is unaware of Bela Hughes' true nature.

Pretty much everything that goes on in Denver is in some way connected to Mr. Chase, and he quickly takes an interest in the posse should they become known in the city. He's always looking for a few good men to assist in his many illegal activities, and may try to get the posse on his side if he feels they may accept a business proposition. Otherwise, the posse will most likely be considered a threat, and dealt with appropriately.

Bishop Joseph Machebeuf

Beyond being head of the Roman Catholic Church in Denver, the Bishop is also an avid abomination hunter. His many eyes and ears throughout the city keep him informed on the latest strange happenings which he and a few close associates then deal with the best they can.

The Bishop is a highly intelligent man, and will use the posse to serve his own purposes if he feels he can do it without being publicly involved or risking

the secrecy of his private crusade. If the posse is already fighting the forces of the Reckoners, so much the better...

Chief Niwot

Niwot is the leader of the Indian forces at war with the settlers in Colorado. He led his tribe of Arapahos in the first attack against Boulder. His success gave the other tribes courage enough to fight back for their land and honor. Although a peaceful man by nature, Chief Niwot believes that force is needed to make the settlers see what they've done to his people is wrong, and he plans on continuing the fight for as long as it takes to accomplish that.

Groups of Interest

The Indians

They're still around, and still fightin'. Following the Sand Creek massacre, most of the tribes in the Colorado area retreated into "friendlier" territory, but a few headed up into the Rockies to continue their fight against the whites.





Things To Do In Denver When You're Undead

There are currently a couple thousand Native Americans, broken up into dozens of tribes, waging war on the settlers. Most attacks are directed at targets in the Rockies, but war parties are occasionally sent down into the plains, sometimes even attacking the outskirts of Denver. Should the Indians ever band together into one massive force, Denver would be in big trouble. However, each tribe fights the war in its own way, keeping attacks sporadic and uncoordinated. Chief Niwot is trying to get the tribes to unite completely, but has so far had only minor success.

The Free Auroria Council

Following their appearance and subsequent destruction in '63, surviving members of the F.A.C. faded out of the limelight, returning to their lives or leaving the city for other destinations.

Around 1870, former F.A.C. members came back together to start up the organization once again. Secret meetings were conducted, new members initiated, and plans made to try and take back Auroria a second time. But as often happens, once membership grew, factions within the organization began to appear. By 1873 the original members had all been replaced by younger, more power-hungry individuals. When Bela Hughes became possessed by a Manitou late in 1874, his new persona quickly became interested in underground rumors of the F.A.C.'s recreation. Once his suspicions were verified, he began inserting his own men into the group, and was indirectly in control of the F.A.C. by mid-1875. Financial assistance, equipment, and inside information followed, given by a "secret sponsor," culminating in the destruction of the Denver Pacific Number 7 on May 10th, 1876. Since then, the F.A.C. has increased its terrorist-style attacks, and has become a major point of concern to the people of Denver.

There are about forty active members, and more than a hundred sympathizers in the Denver area. The organization has become very paranoid and fanatical of late. Members often "disappear," only to be replaced with another brainwashed member. Six of the higher-ranking members are employees of Bela Hughes, none knowing the identity of the other five. A few of the more prominent members are in fact

abominations of one sort or another, although all are kinds able to hide their powers from humans.

Other Stuff

Fear

The situation in Denver is such that the city has a permanent fear level of 1, and the only way the posse could possibly get rid of this would be to kick the rebs completely out of Colorado, defeat Bela Hughes, stop the F.A.C., clean up the city's crime problem, and restore the government to working order. Since there's a snowball's chance in Hell that's going to happen any time in the near future, about the best the posse can do is keep the fear level from rising any further.

Whenever something really bad happens in the city (such as a train blowing up), the fear notch rises a level or two until things settle back down. Much of the problem comes from travelers who expect Denver to be much worse than it is. Once they find out the truth, they'll spread tales contradicting the ones they've already heard. This is both good and bad: it keeps the fear level steady but it also means that everyone is a little hesitant about going to Denver.

Abominations

Denver just wouldn't be complete without them, would it?

Inside the city limits, only the occasional abomination decides to show its ugly puss. There is a fairly high concentration of monsters with the ability to hide their true selves, such as lycanthropes, the possessed, and other shapechangers. A couple of "young" vampires also inhabit the city.

Outside of Denver, abomination activity rises. The plains and hills surrounding the city serve as excellent hunting grounds for many different monstrosities, and the Rockies hold even more dark secrets. Cattle and horses are often found mutilated or devoured, and the occasional empty stagecoach careens into town, drawn by frantic horses fleeing the unknown fate of its occupants...

Prairie Ticks, Tumblebleeds, and Jackalopes are all fairly common (as abominations go) in Colorado. Wallcrawlers and Wendigos inhabit the Rockies, and there are also a few werewolves and wercoyotes in the area.

And then there's the Naga.



Things To Do In Denver When You're Undead

Naga

This large, snake-like creature is found almost solely in the plains surrounding Denver. Gifted with a keen instinct and predatory intelligence, nagas hunt down cattle and horses on the prairie, devouring one whole and resting for months before heading out to hunt once again. A naga can only eat one large creature at a time, however, so leaving it to gulp down your horse will normally save your hide.

Nagas bear a strong resemblance to rattlesnakes, albeit very large ones. Their large rattles are often the last sound a victim hears before the creature closes in for the kill. See nearby sidebar for stats.

Finally

With the info imparted in these pages, you should now have more than enough info to send the posse into Hell and back... so gather up the posse, flip your Cruelty Knob up to 10, and send the posse chargin' head-first into Denver, the city you can't help but love.

The survivors may even thank you for it.

Naga Statistics

| | |
|-------------------------------|------------------|
| Deftness: 2d8 | Nimbleness: 2d10 |
| Quickness: 412+4 | Strength: 2d10 |
| Vigor: 2d8 | Cognition: 3d10 |
| Knowledge: 1d4 | Mien: 2d8 |
| Smarts: 2d6 | Spirit: 1d6 |
| Fightin': Brawlin' 5, sneak 5 | |
| Size: 18 (20' to 25' long) | |
| Terror: 5 (8) | |
| Special Abilities: | |
| Bite: STR | |

Poison: A successful bite attack injects a highly lethal poison into the target. The victim must make a Hard (9) Vigor roll immediately. Success indicates that the bite wasn't instantly deadly, instead paralyzing the victim for 2d8 minutes, after which the victim dies unless someone else sucks out the poison using a sharp knife and makes a Hard (9) medicine roll. If the test fails, the victim goes into convulsions, and dies in 1d4 minutes. Anyone surviving a Naga bite will be in a deep fever for 2d4 days, and sick for a month afterwards.

Rattle: A naga with its wind up is quite a scary sight. Use the Terror listed in parenthesis if a naga gets the drop on the posse.

