

# DEADWOOD!

This is a design document and, as such, should not be considered a final document or ruleset. It is subject to continual update and amendment. The Design Document talks about the style of Deadwood, the stories it intends to tell, and the world in which it is set. Information on character building can be found in the Character Creator document, and rules can be found in the Rules Document.

## ABOUT DEADWOOD! LRP

Deadwood! is a Live Roleplay event for 200 players, inspired by the Wild West genre and taking place in 1800s America. The player characters will take the part of travellers from various groups, descending on the pioneer town of Deadwood to try and carve their place within it. The game is historically inspired but not designed to mirror real-life events, instead being modelled on the western movie genre rather than historical events. While players should strive towards the Old West aesthetic, we want to reiterate that this is LRP, not re-enactment.

Deadwood LRP includes PvE and PvP elements.



## Game Setting

The concept for Deadwood! is based around that of a frontier western town with new prospecting opportunities and land claims available. Those playing will have the opportunity to make a name for themselves in the town, whether that be through striking it rich by getting their hands on a piece of land with a gold vein, or gaining notoriety through their less than legal methods of gathering wealth and infamy. It offers the chance to play characters from across the morality spectrum, from lawful sheriff to untrustworthy bandit. Whatever your method of play, Deadwood! operates on the concept that actions have consequences, and choosing the easy path may not always be the one that has the best ultimate outcome.

Deadwood! runs at a re-enactment frontier town, from which the game's name is taken. It is populated year-round by those who work as actors within the town, and is a labour of love for many. We are thrilled to be able to share this venue with everyone in the hopes that it provides an immersive set to bring your characters and their stories to life.





## Game Style - PvE and PvP

PvE stands for Player vs Environment meaning that characters are up against non-player challenges such as plot, crew-created characters, Dedicated Non-Player Character (DNPC) and Non-Player Characters (NPC), or environmental challenges. PvP stands for Player vs Player, meaning that the players are directly competing against one another either for control of a specific goal or resource.

Deadwood! aims for PvP to largely be an opt-in method of gameplay. Should players begin to engage in an action that would opt them into PvP (such as an action that would make them a Wanted person) they will be warned of this where possible so they can decide if this is a gameplay element they wish to become involved in. Players who do not wish to engage in PvP should think carefully about their choices, as in-character actions can result in PvP as an in-character consequence. We do not wish to create a game where death is used as a first port-of-call in any situation where characters clash, but also do not wish for players to feel they can undertake risky actions and then 'opt out' of PvP to protect their character. Please note that even people who are non-combatants can still be a target for PvP.

## Cooperative Storytelling

Deadwood! is not designed to be a game that players should aim to 'win'. Instead, it's a collaborative story that everyone involved seeks to write together. The game team and crew set the framework for the tale, but it is those playing who direct the script and decide on the outcome. We want everyone to feel like they are the main character in their story, and should aim to make the stories of others just as engaging and interesting.



# Sensitive Topics

Any form of discrimination on the grounds of sexual orientation, gender, race or age at live role-play events can create a harmful and exclusionary atmosphere, affecting participants' enjoyment and sense of belonging. When individuals are misgendered or treated unfairly based on these factors, it can lead to feelings of discomfort, frustration, and alienation. Such behaviour not only disrupts the immersive experience but also undermines the inclusive spirit that we at Deadwood! strive to uphold. It's crucial for all participants to foster a respectful environment by recognizing and honouring each person's individuality, helping to ensure that everyone feels valued and respected.

Whilst as noted in the 'Game Setting', Deadwood! is set in a fictionalised envisioning of the Old West. As such there are occasions where Deadwood! may involve topics that are challenging for some people to interact with. We avoid topics that discriminate based on Out of Character (OOC) traits such as race, age or gender to the best of our ability. That said, due to the genre we are working within, there may be mentions of topics that some people might find uncomfortable such as land grabs and land theft, social class wars, slavery, ethnic backgrounds, and persecution of Native Americans.

We understand that people have different points of view regarding the use of sensitive topics at LRP. For that reason, we are being as up front and transparent as possible about these themes so that everyone can decide for themselves whether this game will be one they can enjoy playing within. Those involved in the running of Deadwood! come from a variety of backgrounds and life experiences, and do their utmost to use difficult topics in a mindful way.

Further information on some of these sensitive topics we are addressing upfront or opting to avoid completely, can be found below:

- **Slavery.** Our game is based in the post civil war period, and in-game the civil war happened for all the same horrible reasons. We do not wish to ignore the historical context but neither do we wish to make slavery a plot or story point of our game. Please treat the subject with sensitivity.
- **Sex Working.** We do not wish to have sex working as plot, story or character backgrounds. We're all adults but there is plenty of material without needing to add this to the game.
- **Ethnic Backgrounds.** The Old West was a cultural melting pot with many peoples heading to the Americas to seek their fortune. Playing characters from 'foreign parts' is permissible with caveats and will need to be purchased during character creation (paying a small penalty for choosing to do so.) Please avoid negative stereotypes and be sensitive in your portrayal. This is live role-play, and we ask players to be mindful towards each other and bring concerns to the ref team rather than confronting players regarding their portrayals.

- **Native Americans.** We will not allow players to create Native American characters.
- Please avoid use of what is commonly referred to as '**Confederate Battle Flag**'. It wouldn't have been widely used in the period and has since been co-opted and has too many negative connotations.

A full conduct document will be available between now and the event.



# THE COALITIONS

Within Deadwood! the Coalitions have been set up to represent those who are settling in the town, either for the short or long-term. Even those who do not align strongly with a coalition still find themselves leaning towards one more than others, and as such receive support from those groups. Each Coalition is recognised by the town and as such is allowed to have a single representative on the town council.

[DNPC = Dedicated Non Player Character]

## The Army

Sent by the Federal Government, the Army faction is currently billeted in the area. They tend to be militant-minded individuals who subscribe wholeheartedly to the mindset of the Federal states, wanting to see order and unity spread across the frontier.

Faction DNPC: Jesse McCarty, the Colonel's Assistant

## The Religious Reform Society

A group of evangelical revivalists looking to recruit people to their religious movement. Their devout faith brings hope and comfort to those around them, and it is hard to not feel more at ease with life (and the concept of afterlife) in their presence.

Faction DNPC: Emory Moore, the Curate (assistant to the head reverend)

## The Scientific Society of America

A philanthropic organisation of scientists, researchers, mechanics and inventors, the SSA see themselves as on the cutting edge of technology in the west, and want to maintain their reputation with regards to this.

Faction DNPC: Micah Sharpe, the Professor

## The Regulators

Those who live on the fringes of the law, always toeing the line... but only for as long as the lawdogs are watching. Whilst some might quietly call them 'bandits' for others they might be their last hope. They are guns for hire, bodyguards and mercenaries, happy to do whatever is needed to get the job done and get dollars in their pocket.

Faction DNPC: Ray 'Aces High' Donovan, the 'Entrepreneur'



## The Vaqueros

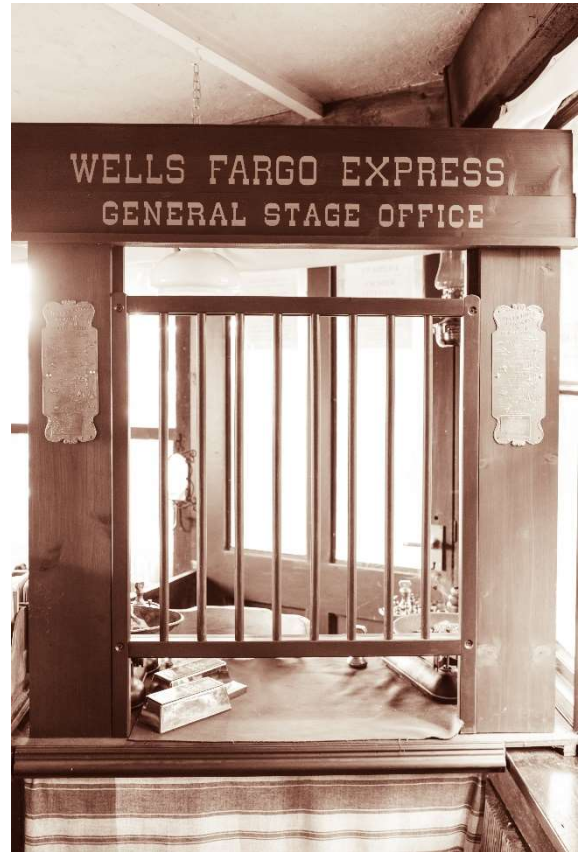
They're cowboys, pure and simple. The iconic figures of the West, these folks drive cattle across the land and are always looking for the next best place to settle for a time before moving along. These experienced ranchers have spent much of their life on horseback, and their time in the wild has them knowing a thing or two about surviving it.

Faction DNPC: Josiah Scurlock, cowboy and gunfighter

## The Mercantile Trader Association

Money makes the world go round, and no-one knows this better than the Mercantile Trader Association. Creating a wide network of craftsfolk and traders across the West, they carry with them a reputation for being some of the most reputable and affordable traders around, and as such they attract good business.

Faction DNPC: Jamie Astor, the business mogul



More information about the Factions will be provided in a separate document.

## Guilds

Guilds are non-player groups that have influence within Deadwood and beyond. They may have interactions with Deadwood and offer opportunities to those who seek them out, or alternatively you may find them working against your personal or coalition goals.

# **BUSINESSES**

Business in Deadwood is a unique thing. The town is bisected by a crossroads. To the south of the crossroads are all the 'official' stores and services, open from dawn until dusk. At night, however, the northern part of town sees a whole new set of enterprises open up, ones that are perhaps a little more 'flexible' than their south town alternatives. Colloquially referred to as Light Town and Night Town there seems to be an unspoken agreement between the two, leaving those requiring their goods and services to decide when and where to spend their hard-earned dollars...

## **The Bank**

The bank can hold onto money valuables and documents on your behalf, in return for a small fee charged when opening an account. This is much safer than carrying such items on your person, but everyone knows that there's always some foolish bandit out there willing to try their luck...

## **The Courthouse**

Where legal matters are dealt with, land deeds can be transferred and council meetings tend to happen. The Courthouse stands for order in Deadwood, and is supported by the Marshal's Office.

## **The Saloons**

The centre of any good Western town, the Saloons are a place of gossip, gambling, and drinking! There are few great adventures that do not start in a town saloon, and Deadwood is no exception. While the Saloons are open until late hours, they only trade in non-alcoholic goods before dusk.

## **The General Store**

Buying, selling and trading, the General Store is the best place to go for all your daily needs. They are selective on what they will purchase, however, and will only buy legitimate goods or items that are ready for resale.

## **Doctor's Office & Barber Shop**

These two locations form the centres of healthcare in Deadwood. While the Doctor's Office tends to be more expensive but offers a more specialist service, the Barber is a little more affordable and can deal with your basic needs. They pride themselves in their work, dealing only in reputable methods and medicines... none of this 'snake oil' rubbish.



## The Horse Doctor

Not *quite* a doctor, but in a pinch they're the next best thing. The Horse Doctor just wants to make a bit of extra cash when there are no horses needing tending to, and they're far more open to the trade and use of 'experimental' medications than their alternatives.

## The Printing Press

Printers for the Gazette and other paper products around town, able to provide paper and pencils as needed for those who need to scribe down a letter or notes. They charge, however, so it may be easier to just bring your own. The printing press has been known to buy stories of the amazing or heroic for publication.

## The Telegraph Office

The latest technological innovation the telegraph allows you to communicate with friends, family and business acquaintances outside Deadwood town.

## The Gun Shop

Pistols, rifles, shotguns, bullets and cartridges. If it uses gunpowder, the Gun Shop is your best place to trade for it. They're very particular in keeping their records, marking down their sales and trades to ensure they're not dealing in stolen goods and indeed, that their wares aren't being used for anything nefarious!

## The Marshal's Office

Ensuring order is maintained in Deadwood is no small task, but the Marshal and their deputies do a grand job of it. Some of the most respected folk in town, they walk Deadwood's streets with the sole goal of maintaining its safety and reputation. While they do not fear Night Town by any means, they know their influence in that part of town is limited.



# LAND DEEDS

Currently considered one of the most valuable commodities in Deadwood, a Land Deed represents ownership of an acre of land somewhere in the surrounding area, giving its holder the right to do as they wish with that plot. While deeds for single acres can be found out in the world, on individuals travelling around town and in special locations, there are also Ten Acre Land Deeds that are only available at the bank on a limited basis. The value of a Land Deed can vary wildly, especially if a known resource of value sits within that plot of land.

# THE TOWN COUNCIL

Newly formed at the request of the Deadwood Mayor, it has been decided that each of the six Coalitions will be invited to put forward one individual each to represent their views for the Town Council.

In addition to this, the council person with the most Land Deeds in their name is considered the most influential person on that council, and so is given the role of Chairperson. The Chairperson receives an extra vote in the case of a draw.

The Mayor sits on the Council in an advisory capacity, maintaining order and ensuring council rules and processes are followed. Where needed, he will address the public on behalf of the council. While he technically possesses the right by law to act as he sees fit regardless of council decisions, it is his intention for the council to become primary decision makers for Deadwood, moving it into a new age of democracy.



# WEIRD WEST

## Magic, Mysteries and Monsters

The frontier is a place where stories are woven, elaborated on and sometimes blown wildly out of proportion in the retelling. There have always been stories of the weird and wonderful existing out on the fringes of civilization, from the spoken-word tales of the native inhabitants of the Americas to the imported stories of ghouls and ghosts brought in by immigrants and settlers.

As it stands, Deadwood is no stranger to such tales, though currently they are just that: Legends, fanciful myths, rumours and folklore used to scare children and make sure they stay in their beds at night.

...Or are they?





# MAKING MONEY

Two things rule the frontier: money and firepower. While there are a number of ways that one could make money at Deadwood, the following gives some of the methods that could be used as well as a description of the types of wealth that exist.

## Business Ownership

Those with a trade may attempt to set up their own business in Deadwood, selling either resources or their services. In some instances they may be offered a storefront in Deadwood Town, find somewhere to set up their own small stall, or work as a wandering tradesperson. It is possible that some business owners might also allow you to ply your trade from within their premises... for a fee, of course.

## Buying and Selling

You are able to buy and sell any in-game resources for in-game dollars, but we do not allow people to sell OOC resources for in-game currency unless they join The Mercantile Traders Association.

The purpose of the Mercantile Traders Association is to help us build a living, breathing town, and provide a viable and interesting group for those who wish to largely remain within the town's borders instead of going off on adventures.

## Bounties

Occasionally someone will get on the wrong side of the law, and a bounty will be put out on them. Bounties are **always** worth more alive than dead. Bringing in your bounty alive is therefore well worth doing. Bounties can be handed into the Marshall's Office, unless the bounty poster states otherwise.





# IN CHARACTER AND OUT OF CHARACTER AREAS

- Most open buildings in the main town apart from the crew hut and the toilets can be considered in-character. A few, mainly at the top end of town are private residences of the re-enactors and will be marked clearly as such. Do not enter them without an explicit invitation.
- A map of the site will be provided with what is considered to be the playable area for the game. The site is situated on a working farm so please do not stray out of bounds.
- All tents on the camping field be it in the OOC or IC areas are out of character. People found entering anyone's tent without permission will be asked to leave the site. If you are planning on having a group tent which is an IC area, it will be considered IC and part of the game whilst the doors are open and an appropriate flag (can just be the stars and stripes, or something more personal) is hung outside.
- Whilst we will do our best to accommodate people of all levels of ability and the town has an accessible toilet it should be noted that due to the nature and design of the town there may be difficulties in accessing some buildings etc. If you have any concerns regarding accessibility please contact the organisation team and we will be happy to discuss them with you.

All photos © Oliver Facey <https://gallery.oliverfacey.co.uk/> with thanks for permission to use.

All photos taken at Deadwood Town during our regular GBD LRP games.

<http://www.liveroleplay.com/>