

Deadwood Specific Timeline (Dates -- Events)

- 1870s: Deadwood Settlement began illegally on land stolen from the Lakota tribe
- August 2, 1874: Gold found in Custer
- 1875: Gold rush (Also around the time where it is believed that kindred like The Marshal and their Right and Left Hands first came to Deadwood)
- 1876:
 - April: Deadwood officially named as a town (Population 20,000)
 - Summer: Population is rumored to be between 50,100 -100,000 people (Kindred population also rumored to spike)
 - Also around the time the local Anarch and Camarilla Factions established their footholds in the area.
 - August 2: Wild Bill Hillock killed
 - August 12: Smallpox epidemic swept through the town
 - September: Anarch and Camarilla factions begin working together to maintain the human population, realizing that it benefits them to work together
 - End of November: Sal arrives in Deadwood
- October 1877: Homestake Mine established
- 1877: Kory Marsh arrives in Deadwood.
- 1878: Clint Maxwell arrives in Deadwood
- September 26, 1879: Fire sweeps through and destroys part of the town
 - Camarilla and Anarchs raise some funds to help prevent any long term issues from the fire.
- 1880: Population 50,777
 - Around this time is when Sabbat are first rumored to be noticed in the area.
 - May 1883: Massive flood
 - Rumored to have a supernatural cause.
- 1882: The Sabbat attempt to do a mass shovelhead embrace to gain more of a standing in Deadwood and are caught by The Marshal, the Camarilla, and the Anarchs.
- September 17, 1883: Pilcher Electric Light Company of Deadwood is established and shortly afterwards the town gets electricity
 - The Camarilla are rumored to have funded this.
- 1888: Deadwood Central Railroad is founded for mining (More kindred come to down)
 - Keiran Cassidy arrives in Deadwood
 - The Anarchs are rumored to have funded this.
- 1889: Prohibition
 - Local Giovanni begin to get their foothold in the area

- 1890: Hard rock mining technique is used (Population 60,366)
- 1891: Deadwood became a regional trading center
 - The Camarilla, Anarchs, and Giovanni encourage this growth.
- 1894: Massive fire
 - Camarilla and Anarchs raise some funds to help prevent any long term issues from the fire. They also begin looking into ways to prevent this from happening again.
- 1898: Gambling and prostitution made illegal
 - The Anarchs and Giovanni make a deal with the Camarilla and The Marshal to support an underground gambling and prostitution ring.
- 1900: Population 70,498
- 1902: Part of the railroad is electrified and used for personal travel until 1924
 - Camarilla are rumored to have slid the Anarchs a bit more funds to make the experience more comfortable.
- 1905: First Automobile in town
- 1907: Streets are paved with bricks
- 1910: Population 70,653
- 1916: The Sabbat try to settle in the area but the Camarilla, The Marshal, and Anarchs band together to kick them out.
- 1919: Friendship tower is built
- 1920: Population 60,403
- 1927: Mount Rushmore construction is made nearby.
- 1929: More gold is found, Badlands National Monument is made nearby (not on VSS)
- 1929: The Great Depression begins
- 1930: Railroad is abandoned (Population 50,559)
- 1933: Prohibition is over
- 1940: Population 80,1000
- 1942-45: Local Anarch and Camarilla begin to have rising tension, territory disputes.
- 1950: Population 70,288
- September 1959: Fire sweeps through and destroys part of the town again
 - The Camarilla, Giovanni, Anarchs, and The Marshal work on repairing the damage done together.
- 1960: Population 70,045
 - October 1960: Doc arrives
- 1961: Town made into a national historic landmark
- 1965: Massive flood
 - Rumored to have been done by an unknown supernatural force.
- 1970: Population 60,409
- 1972: Nearby dam breaks
- 1980: Population 56,035

- 1981: Fire destroys the town again and Deadwood Experiment is done where gambling is used to rejuvenate the city
 - The Camarilla, Giovanni, Anarchs, and The Marshal work on repairing the damage done together, collectively sighing.
- 1987: Big fire again
 - Rumored to have been done by Hunters so that they could try and get an idea of where all of the kindred are hiding.
 - Sal's Curio of Curiosities becomes a business in Deadwood
- 1989: Gambling is legalized in Deadwood
 - Local kindred are rumored to have pulled a lot of sway to get this handled.
- 1990: Population 55,830
- 1995: The Anarch Free Press releases its first publication
- 1997: Camarilla Princes ban the creation of new Kindred
- 1999: The Week of Nightmares
- 2000: Population 55,380
 - Stephen Hunt arrives in Deadwood
- August 2001: Hunters attempt to wipe out the kindred in Deadwood but are thwarted. This was Deadwoods Last Stand and while the Hunters were thwarted, many kindred lost their lives to this.
 - A group of visiting kindred led by Skratch aided in the Last Stand. Though things looked bleak at the beginning of this skirmish, everyone pushed on. The wind blew softly as they tread southward in the cool autumn weather.

For weeks the Deadwood group pushed the hunters back, most of the skirmishes happening at night. Several times attempts were made during the day but forces mainly unknown to the Deadwood group prevented any major damage. Individuals were lost on both sides, tragedy hitting morale causing a pause in the push south.

Then one night, near the Cold Springs and Twin Sister's range, the unthinkable happened in the later parts of the night. The battle between hunters and kindred got heated, the hunters pushed the Deadwood group back into the Cold Springs coal mine. Thinking that they had the group cornered, the hunters pushed them further back into the cave but didn't anticipate the next move that came.

Skratch assembled the Deadwood group and brought up a plan, pulling off a maneuver that faked out the hunters and switched their positions which left the hunters inside of the cave. The skirmish got more violent and Skratch threw a few Moltov cocktails towards the hunters then starting a chain reaction which caused a huge explosion.

It is rumored some of the current hunters have battle scars from that event, one having massive scarring on their face. The mine also is

still burning to this day, one of the reasons why locals of Deadwood are cautious of having fire being used in battle. The mine was named Young Jack's Folly in memory of that event.

- 2002: Last gold mine shut down, town also hit by another fire
 - Rumored to have been done by hunters again.
- 2007: The Edict of Succession is put into place
- 2009:
 - The Worldwide Economic Collapse occurs
 - "The Ritual to Save the World"
 - The Red Star fades
- 2010: Population 55,270
- 2011:
 - February 8: (Anarch Sovereignty) The Inner Circle announces the Edict of Succession's repeal and the dissolution of the Convention of Thorns
 - Last known Sabbat attack for Deadwood takes place
 - Spring of 2011: Though the locals were weakened, with help they were able to beat back the Sabbat. This is the final blow to the locals, few remained after this event.
 - October 31 - November 1, 2011: The Beckoning
- 2012:
 - Reports from both the Camarilla and Sabbat begin to dismiss the effect that the Beckoning has had on leadership, but many believe this may be propaganda and lies as leadership changes and upheaval continues...
- 2013:
 - Deadly blizzard
 - Rumored to have had a supernatural cause
 - Firstlight is rumored to have made an appearance in Deadwood
- 2016: The Independent Alliance begins to expand worldwide
- 2020: Population 65,500
 - Ruth Graves arrives in Deadwood