

The Den

Population: Population density:	ca. 1000 low
Terrain	Hilly
Governmental system:	Dangerous predator anarchy
Who currently reigns:	No one rules the Den – if anyone does, it would be the Slaver's guild.
Military:	None.
Police:	None.
Electrical power supply:	None.
Vehicle provision:	Den can offer wood and a few mechanics.
Livestock provision:	Brahmin and horses are well cared for – but be careful, there is no real protection of theft.
Average education:	Low to medium.
What the law says about: → Theft → Murder → Assault → Drugs → Gambling → Cheating at gambling → Prostitution → Alcohol	Den is a pure anarchy without any law where only the right of the stronger counts. Whoever gets caught, is sometimes punished right away – unless he's stronger. From a beat up to instantly killing him everything is possible. The only fundamental rule is – it's pretty much always vigilantism.
Average prices for: → Iguana-on-a-stick → Nuka-Cola → A good, stomach filling lunch → A liter of clear, filtered water → A Jet Canister → A good room for the night → A bath	→ about 10 \$ → about 5 \$ (Ladenpreis) → about 5 \$ → about 15 \$ → about 10 \$ → about 25 \$ → about 100 \$
This city in three words:	Slavery and drugs

History

The Den began its history as another pre War town, that survived the nuclear holocaust more or less intact. But the unavoidable breakdown of all social services and structures hit this town harder than most others. Pretty fast, the only thing that counted was the right of the stronger one. Then, when around 2220 the Slaver's guild gained a foothold in the Den, the situation got worse. The complete economy of the city is based on slavery and drug dealing, both of which are controlled by the guild. Especially the Jet coming out of New Reno.

In 2270 the Den is a dangerous town and it's definitely a good idea to carry a weapon there.

Overview of the city districts

Westside The West of the town contains most of the dwellings of the inhabitants and the greater part of the stores, among them "Tubby's general store" (that is, drugs, weapons and food) and Flick's fence store that has a similar selection as Tubby. One can also find Rebecca Dyer's casino there, maybe together with Mom's restaurant in the Eastside the only two honest shops in the Den.

Eastside The Eastside contains the chapel of this godforsaken town, in which there has not been in a prayer or a preacher for a long while, but which now is a storing place for non-human wares of the Slaver's guild, the graveyard, some residencies, 'the Hole', Den's second largest bar and biggest brothel and also Mom's Restaurant.

Slaver's Guild At the northern end of the Eastside the fortress of the Slaver's Guild can be found. This multiply chained in area is well secured against break-ins and break-outs and the guards have orders to shoot first and loot bodies later, when they see dubious figures walking around.

Important persons

Metzger The hard boiled, big and merciless leader of the Slaver's Guild, since he shot his predecessor. He does not care that the Rangers wish for his death and that even Rebecca Dyer has put out a Bounty on him. He invests a lot in the local drug trafficking and even plays the middleman between New Reno and Vault-City as pertains the large scale production of Jet, for which Vault-City delivers many of the ingredients, but does not wish to trade directly with the Mordinos.

Aidan Metzger's right hand man, and maybe the friendliest Slaver anywhere. When it comes to business, he's as harsh as his Boss, but in private he's a joker.

Mom The proprietor of the Den's best restaurant and the only woman that takes care of the town's street urchins. She even built an orphanage in the Westside, that is financed by donations.

Flick The greatest fence of the Den, with a very funky accent. He lets the orphans work as pickpockets and they receive a little food for it.

Rebecca Dyer The proprietor of Rebecca's Bar and Casino, a young woman that does not like what became out of her town. She even was balsy enough to put out a bounty on Metzger.