

Dresden Files 1920 LARP - Player Doc

Logistics

Closest Airport

Denver International Airport

Site

Grant Humphreys Mansion
770 Pennsylvania St
Denver, CO 80203

Lodging Options

[Ember Hostel](#) - 15 minute walk
[Renaissance Hotel](#) - 10 minute drive

Dates

President's Day Weekend
February 13-16, 2025

Food

No food allowed on site (safety/medical snacks will be available)

Buffet-style lunches at [Logan Street Restaurant & Bar](#)

Expected Participant Count

On-Site Staff - 8
NPC's - 7-15
Players - 75-100

Factions Represented

1. [Independents/Lesser Powers](#)
2. [Summer Court \(Seelie\)](#)
3. [Winter Court \(Unseelie\)](#)
4. [Black Court Vampires](#)
5. [Red Court Vampires](#)
6. [White Court Vampires](#)
7. [White Council](#)

Setting

The world is taking a collective breath after the Great War. The mortal realm bore the brunt of immense suffering, with supernatural struggles playing a significant role in triggering and exacerbating the conflict.

The necromancer Kemmler wrought unprecedented destruction, leaving scars on the fabric of reality. Banana republics are being fiercely contested, revolutions are toppling long-standing monarchies, and mobsters are weaving intricate empires from the shadows.

Yet, amidst the tumultuous echoes of war, a flicker of hope ignites once again. The Roaring 20's bring whispered promises of a kinder world. Lovers, long separated by the ravages of conflict, find solace in each other's arms. Family businesses, rising from the ashes of destruction, stand as monuments of resilience. Stakes in social progress are firmly planted, with the burgeoning promise to better humanity.

However, this newfound hope is not without its challenges. Scores from the Red Court's talons can be seen in the wreckage of revolutions. The Fae gleefully sell fame and skill, knocking

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tenuous balances struck by the White Court and the White Council askew. The clandestine power struggles of the mafia become a force recognized by all, paving new battlegrounds for supernatural conflicts. As the world attempts to heal, the delicate balance between progress and peril teeters on the edge, offering both the promise of renewal and the threat of looming chaos.

Faction Guide

All characters will have individual wants, needs, relationships, and driving goals. However, one can assume certain themes will follow certain factions and archetypes. Keep that caveat in mind as you read the below!

Independent/Lesser Powers

Themes: Variable

Potential Triggers: Persecution, Overpowered, Lack of Community

Without the strength of a supernatural organization, you are an underdog. Your story is one of struggles caused by lack of power, being outcast from polite society, being grossly outnumbered, or striving for acceptance amongst your “betters”.

Mortals, sorcerers, werewolves, changelings, those who have made pacts for power, even Denarians and Knights of the Cross fall into this category.

Summer Court (Seelie)

Themes: Power at a price, servitude, subtle cruelty, polite veneer, life and growth

Potential Triggers: Children, Sadism, Manipulation, Bondage & Servitude

Anyone who believes there are ‘good fae’ haven’t spent enough time around them. While the Summer court has a warmer, nicer reputation, they are still masters of manipulation, fickle, and compelled to spill blood for their cause. Just because they radiate warmth and smile doesn’t make their words any less barbed or their intentions more friendly.

From the Summer Queen to the Changeling spawn of the court, the Seelie stand in balance of Winter and promote the growth of life (which is not always a good thing).

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Winter Court (Unseelie)

Themes: Power at a price, servitude, overt cruelty, cold manipulation, survival

Potential Triggers: Children, Sadism, Manipulation, Bondage & Servitude

“Winter’s nature was beautiful violence, stark clarity, the most feral needs and animal desires and killer instinct pitted against the season of cold and death—the will and desire to fight, to live, even when there was no shelter, no warmth, no respite, no hope, and no help.”

From the Winter Queen to the Changeling spawn of the court, the Unseelie stand in balance of Summer and promote survival (which isn’t always friendly).

Vampire - Black Court

Themes: Recovery from Trauma, Open Monstrosity, Vengeance

Potential Triggers: Genocide, Persecution, Loss, Mental Violation

It has been 25 years since Bram Stoker’s Dracula was released, laying bare the Black Court’s weaknesses for all to read. Now even ignorant mortals have heard stories of how to identify and kill vampires...so long as that vampire is of the Black Court.

The survivors of the purge of the Black Court have lost their pride, sold their dignity in exchange for any safety they can arrange, and are seething with hatred for those responsible for their destruction.

Vampire - Red Court

Themes: Addiction (blood), Political Intrigue/Heirarchy, Dominance/Predation, Violence, Hidden Monstrosity

Potential Triggers: Addiction, Brutality, Manipulation, Corruption

Based in South America, the Red Court has spread its influence all over the world through criminal organizations, fear, and brute force. The Red King has used conflict around the globe to sink his talons in and gain purchase in new territories. From the Banana Wars to the Bolshevik Revolution to America’s Prohibition, the Red Court’s agents have been present to take advantage of the chaos.

Vampire - White Court

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Themes: Predators (Lust, Fear, Despair), Social Manipulation, Deceit, Loveable Villains
Potential Triggers: Sexual Assault, Self Harm, Panic/Anxiety

With three factions vying for power, the White Court is the most internally unstable Vampire court, though no one would know from looking from the outside. These beautiful predators can feed on mortals without a trace, though some enjoy excess and leave their victims cold. They use their powers to exert influence over mortals and seize control from the shadows of their institutions.

The Raith, Malvora, and Skavis families are 'loyal' to the White King, and will actively oppose enemies of their court... even if subtle betrayals are expected amongst their ranks.

White Council

Themes: Hierarchy/Tradition, Power and Restraint, Arbitration, Spirituality, Post War Fatigue
Potential Triggers: Abuse of Power, Insanity, Loss

The esteemed White Council of Wizards boasts smaller numbers than most other factions, though each individual has significant power at their beck and call. Unfortunately, the recent struggle with the Necromancer Kemmler has left the Council broken. While the Wizards are by no means easy prey, they are not looking for additional conflict.

With members from around the globe, many different cultures are represented within the White Council, though they effectively divorce themselves from their origins when larger conflicts arise.

Mechanics

In summary, this is a near-Nordic LARP. While certain cues and guiding words will be used to help guide negotiations, every conflict will be resolved via negotiation between players. Staff will be on hand to help mediate as necessary, but we will strongly encourage and empower players to make the best narrative decision for the participants' experience.

While we will not be using a formal mechanic system, those familiar with the FATE system used in the Dresden Files TT RPG will see where we drew inspiration.

Fate and Power

A cold chill shot up their spine as the woman rounded the corner, and it had nothing to do with the sudden drop in temperature...

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Some individuals are granted power, while others have the capability to invoke free will and bring about change. But the two tend to balance, giving a symbiotic relationship between various supernatural powers and the mortal kith.

Fate and Power will be represented by bracelets worn on the left (Power) and right (Fate) wrists. This allows for a player to get a sense with a glance of who is standing before them. A mortal encountering Mab for the first time would feel her awesome aura of power, while the Queen of Winter may sense a mortal's potential impact on the world.

Neither of these will have a firm mechanic, but rather are there to help guide negotiations. Players are never compelled to accept a negotiation based on Power/Fate, though they should take those indicators into account to help negotiate a fun and reasonable outcome.

Influence

Oh, you poor little morsel... you have the stink of the Red Court on you.

Supernatural entities may have ways of setting hooks in their prey, and others may have the ability to sense that influence. This could manifest in a supernatural sense, or a change in behavior caught by mundane observation.

Players will have information in their character document that gives them an idea of what they could know about, but it is ultimately the decision of the player whether or not they would notice the influence on the other party. If in doubt, lean towards what creates the most drama/fun for all parties in the scene.

Negotiation

As mentioned above, all conflicts will be resolved via negotiation. Each of you will be Directors of your character as they fulfill their part of a greater story. While pre-planning scenes is discouraged, pre-negotiation is allowed if a known conflict is approaching and the participants want the execution to go smoothly. The objective should always be quick, but deliberate and considerate decisions made to keep the story moving.

A common fear for those not familiar with this style is rooted in trust. If a player approaches a negotiation in bad faith, it can spoil the experience for others. We will be demonstrating the effectiveness of these techniques in pre-game workshops, but also encourage you to focus on the practical truths. We are all here to provide a good time for each other, and the best stories will come from those who actively promoted the experiences of their scene partners. Those who make sacrifices (also known as Play to Lose) and give ground to make a scene fun for others find themselves propped up and sought after in the future. This is a community that builds on itself and lives on the reputation of its participants.