Vaesen’s Setting: Mythic Scandinavia

*“Throughout history, supernatural vaesen have lived side by side with the people of Scandinavia. But these creatures are not perceptible to human senses-unless they choose to be. Invisible, they have helped out on farms, […] and kept people safe during harsh winters or wildfires, in exchange for some of the farms’ milk and grain.”*

*“Neither bullets nor steel can stop them-to drive them off, you must identity their weaknesses. And even if you succeed, your encounters with the vaesen of the north will leave you with scars that never heal.”*

# When and where?

Vaesen takes place in an alternative, mythic Scandinavia, set loosely during the 19th century. The player characters’ base of operation, *Castle Gyllencreutz*, is in the Swedish city *Upsala,* but investigations will take place all over Scandinavia. There is no fixed date, which allows us to pick cool elements from the whole century.

# Who are the player characters?

You are one of few individuals who have *the Sight*, a supernatural ability to detect Vaesen. This ability is gained through a traumatic experience; *“maybe you almost died in a fire or a werewolf chose to reveal itself to you.”* Together, you have decided to re-establish *The Society*.

# The Society

The Society was an organisation whose members all carry the Sight and task themselves with studying and defeating Vaesen.

Once the Society’s members numbered in the hundreds, but for over a decade their headquarter Castle Gyllencreutz has been empty and left for decay.

However, this has changed with the arrival of the player characters. They have been granted the keys and ownership of the castle by former Society member *Linnea Elfeklint* who resides in Upsala Asylum.