

Vaesen Player Briefing

Thursday, October 15, 2026 4:39 PM

Summary

This player briefing should contain all of the basic information that will be needed to play in our Vaesen campaign. Most of this will be reviewed in a Session 0 where our characters will be created. If there are any questions please bring them to Session 0 or ask them on Discord. This way everyone can gain the benefit of the answers.

This is just a taste of what is to come!

(Last updated on October 27, 2026 by John Taber.)

Logistics

Logistics for the campaign.

Session Logistics

- Sessions will be held once every 4 to 6 weeks on a Friday or Saturday night.
- Each session will be roughly 4 hours in length.
- Sessions will be scheduled using an Obsidian Portal site and a Discord chat. I know Robyn and Dan are not regular Discord users so I will send out notifications for Discord polls on Obsidian Portal.
- The Vaesen Discord channel is where the next session date will be presented and pinned. This Discord channel will be considered the source of truth for the next game date.
- The Discord channel called gamesession-kingbeastslair will be used for voice. [Here is a link to that Discord voice chat.](#)
- I expect that that the entire campaign will be 12 or so sessions. We can of course make it last longer if everyone is still having fun.
- A session will be held if at least 3 players can attend (i.e. not counting the GM).

VTT Logistics

- We will play online using my Foundry VTT server. Here is the URL for the Foundry site: <http://107.3.158.160:30000/>
- I will be sending out credentials to everyone a bit later. (Credentials from other campaigns will not work for Vaesen.)
- My Foundry VTT server is NOT always running. Since it lives in the cottage if it gets hot I shut down the PC.
- You can roll electronic dice using Foundry or physical dice.

Campaign Details

- Handouts will be presented on the Foundry. (This document will also be posted on the Foundry VTT site as well.)
- Characters will be posted on Foundry. You can keep a pencil copy of your character if you want but the master copy will be the one on Foundry.
- Players will be setup with log books on Foundry VTT for keeping notes or players can of course use pencil and paper if you wish (i.e. notes do NOT have to be on Foundry).

What Do I Need To Play?

- You will want to get a copy of the Vaesen Revised rules. The revised rules have a sort of stylish pattern and the following text opposite of the title page: "REVISED EDITION This is a revised edition of the book. A number of clarifications have been made and optional simplified rules have

been added. In addition, the rules for critical injuries, healing, and equipment have been slightly modified." Details with links are pinned in our Vaesen Discord channel.

- [Here is a link Vaesen Revised core book in PDF format on DriveThruRPG.](#) (This is my affiliate link so please use this one so I can get a small kickback.)
- If you want a physical copy let me know and I can recommend some places that might still have copies. The Revised Edition is not as easy to find. If you buy from Free League directly they CANNOT guarantee that you will get a Revised Edition.

House Rules

- Right now I do not have any house rules but I am considering one dealing with flashbacks. I may want until we have a played a few session before making a decision in this area.

Safety Mechanics

We will be using the following safety mechanics:

- Open Disconnect Policy - If for any reason you are not happy then you can leave with no explanation.
- Script Change - DVD controls for the campaign. Stop to ask questions. Rewind to repeat details of a scene. Fast Forward to fade to black and move the story along. Play to continue at normal pacing. [Here is a link to Brie's site for Script Change.](#)
- Lines And Veils - Vaesen is at it's core folklore horror. There will be scenes of people being bad to each other. If there are any areas where you are not comfortable let me know and that will be taken into account for various sessions. For example, I do not want to see children hurt on screen. You can let me know at Session 0 or in a private message. [Here is a link to a detailed description of Lines And Veils.](#) Right now I am not finding a link to Ron's original text from Swords Without Master.

Vaesen Basics

Pronunciation

It is pronounced "vas-in". The "vas" is like "vaseline".

John's One Sentence Summary

Historical folklore horror where it is sometimes harder to tell if the "monsters" are the vaesen or the humans.

Themes

Adventure, Horror, Mystery

Product Details

Here is the basic description from DriveThruRPG listing:

Welcome to the Mythic North – northern Europe of the nineteenth century, but not as we know it today. A land where the myths are real. A cold reach covered by vast forests, its few cities lonely beacons of industry and enlightenment – a new civilization dawning. But in the countryside, the old ways still hold sway. There, people know what lurks in the dark. They know to fear it.

Vaesen – Nordic Horror Roleplaying is written by Nils Hintze and based on the work of Swedish illustrator and author Johan Egerkrans. Vaesen presents a dark Gothic setting steeped in Nordic folklore and the old myths of Scandinavia. The game mechanics utilize an adapted version of the award winning Year Zero Engine.

[Here are some details from the RPGGeek entry:](#)

Nordic Horror Roleplaying

From the introduction:

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, assisted in calving, made sure that stray ewes find their way home, and kept people safe during harsh winters or wildfires, in exchange for some of the farms' milk and grain. Vaesen have filled the fields with flowers, shown the way to ponds where people can see their future reflected on the surface, and whispered dreams into the ears of the sleeping.

Awards & Honors

2021 ENnie for Best Monster/Adversary Gold Winner

2021 ENnie for Best Art, Interior Gold Winner

2021 ENnie for Best Art, Cover Gold Winner

What is this game about?

Here is some text from the Vaesen book that focuses a bit more on the PC:

Some people are able to see the vaesen, even when they are trying to stay invisible – it is called “having the Sight.” You are one of them. At some point you experienced something that scared or hurt you; maybe you almost died in a fire or a werewolf chose to reveal itself to you. After that, nothing was ever the same. Suddenly you could see nature spirits stealing food from the tables and trolls showing up uninvited to weddings and christenings.

You and several others who also have the Sight have gathered in Upsala in central Sweden. You have learned that there used to be an organization called the Society. Their mission was to study and combat the vaesen, but the last members of the Society went missing or left the organization about ten years ago, and since then the Society's headquarters – the old Castle Gyllencreutz by the Fyris River in Upsala – has been left to decay. You have decided to re-establish this organization. A former member by the name of Linnea Elfeklint, an elderly woman who spends her days at the city's mental asylum, has given you the keys to the castle along with documents making you its legal owners.

You all have your reasons for wanting to track down vaesen and protect people from them. And you will embark on long journeys to remote villages and regions of the wilderness, attempting to uncover the secrets of the Mythic North. Armed with nothing but your courage, conviction, and ability to see the supernatural, you will come face-to-face with vaesen. Neither bullets nor steel can stop them – to drive them off, you must identify their weaknesses. And even if you succeed, your encounters with the vaesen of the north will leave you with scars that never heal.

Role Of The PC

The PC went through a traumatic event involving a vaesen and now have the Sight. The Sight allows the PC to see vaesen. After having a very realistic and powerful dream the PC travel to Upsala in Sweeden then to the Upsala Asylum and the room of a particular patient, Linnea Elfeklint. The PC will be indoctrinated into an organization known only as The Society. The Society is a secret group of people with the Sight who help deal with vaesen and the trouble that they cause. PC do not have to be members of the Society before the start of the campaign.

As the characters will likely be meeting for the first time at Upsala Asylum we may not do bonds until Session 1. We can see how the various ideas for the characters unfold then make this decision.

Historical Setting

Vaesen is set in the 1880's near the start of the Industrial Revolution. Vaesen are not comfortable with the ways of man and the encroaching pollution is making them angry. The campaign will take place primarily in Sweden near the town of Upsala but over the course of the campaign the PC may travel to several European countries. For the most part languages will be hand-waved assuming that most PC know Swedish, English, and their native tongue. PC are allowed to be from anywhere in the world.

Upsala is a divided community. University academic question the old way and push for scientific discovery. Farmers and those who follow the old ways are being questioned. Religious tenets are losing their hold.

Adventure Structure

Adventures are primarily driven around mysteries involving humans and their interaction with vaesen. Expect there to be mysteries with complications in any given session. PC will be encouraged to focus on different areas of expertise as every skill and talent will be useful based on the mission.

Making Your PC

The Vaesen rules will be followed for creating the PC and their headquarters. PC must be of different archetypes (aka classes). If desired everyone can discuss their ideas on Discord before Session 0.

The headquarters in Vaesen has its own sheet and will be designed by all of the PC at either Session 0 or Session 1. In the default Vaesen rules the headquarters is a castle. Specifically it is an abandoned building in Upsala known as Castle Gyllencreutz. Castle Gyllencreutz will be used for this campaign but if the PC want they can repurpose it for some other goal. For example, I listened to a Vaesen podcast where they decided that their Castle Gyllencreutz would be a hotel.

Campaign Frame

There will be a published book acting as a sort of backbone for the campaign. It is called The Lost Mountain Saga (LMS) by Ellinor (Ellie) DiLorenzo. Ellie is a Swedish woman and role-player who decided to run Vaesen for members of her regular gaming group. She wanted everyone to learn about her home country and some of their myths and legends. Eleanor decided to record the session and they became so popular on podcast networks that the folks at Free League asked her to turn it into a published product. The Lost Mountain Saga podcast is wonderful but I ask the players NOT to listen to it as it is full of spoilers.

Between various acts of The Lost Mountain Saga individual adventures will be run to change up the drama, highlight one or more of the PC, and to give everyone a chance to get more experience.

There are several NPC that would be nice for at least one PC to know. More details on these NPC will be made available on the Foundry VTT site.

- Linnea Elfeklint – Former Society member who forms the new Society branch in Upsala...from the bed of her room at the Upsala Asylum. Old crone who goes in and out of waking dreams sometimes in the middle of a conversation.
- Franzibald Hansen - Franzibald is a renowned Danish author who has written extensively about Norse mythology and the supernatural creatures that live among us. He is also an old friend of Linnea Elfeklint and a member of the Society.
- Lisa Johansson – Lisa is a former Upsala University student who is trying to find herself. She often has unexpected bouts of depression. After leaving the university Lisa traveled around Sweden for several months trying to find her place in the world. She is currently working in the mining town of Falun as a waitress.

If you need a different NPC for your PC let me know! There a bunch of great NPC in the books or we can

create someone new.