

VaesenCentral presents

# VaesenCon 2023

A Weekend of Playing Free League's  
Gothic-Horror Roleplaying Game Online

## 5 - 7 May

Onto new Lands

[vaesencon.com](http://vaesencon.com)

Charity Event & Prize Raffles



Sweden  
ROLLS



FREE LEAGUE

# Player Handbook - V1

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# Code of Conduct

VaesenCon is meant to be a fun environment, where we can all gather together to play tabletop roleplaying games free from any form of harassment.

This applies to all participants of VaesenCon regardless of race, ethnicity, sexual orientation, gender, gender identity, religious affiliation, physical appearance, disability, or other identifying factor.

Harassment, whether from VaesenCon organisers, GMs, or players, will not be tolerated.

We will not tolerate any form of hate speech or bigotry in VaesenCon, this includes so-called "in-character" bigotry. Use of intolerant attitudes of the game-era as a means to "explain away" your language or behaviour will not be accepted.

It is expected that if someone introduces themselves in game with particular pronouns they are to be used. It is not open for discussion. Intentionally misgendering someone for the purpose of making the other person uncomfortable will not be tolerated.

There are to be no harassment or threats directed to participants, organisers, GMs, or sponsors of VaesenCon. Please respect other people's privacy and do not DM others without permission.

## **Be polite and respectful to each other.**

Though VaesenCon is not explicitly over 18, gothic-horror can sometimes lead to mature themes. Scenario listings will contain content warnings so people can make informed decisions about which sessions they wish to participate in. Content warnings, however, are not an excuse to include unnecessarily graphic imagery. If someone uses a Safety Tool during a session, it is to be respected and the uncomfortable behaviour must immediately stop.

This list is not exhaustive, and if something unforeseen comes up during VaesenCon, the Moderators have full discretion to deal with the issue presented.

## **We have a ZERO-tolerance policy for breaking the Code of Conduct.**

Failure to follow the Code of Conduct will result in removal from VaesenCon and the convention server. Any player or GM may contact the Moderators at any time to report and deal with a situation that may arise.

# Player Signup procedure

**Sunday, 26 March 2023 - Saturday, 29 April 2023**

Over the course of **72 hours** we hope to offer as many sessions of Vaesen as is vaesenly possible, and we've enlisted our Vaesen Central GMs, as well as put out a call for all Vaesen-loving GMs to provide a weekend filled with games and interesting discussions and Q&A with our special guests in the panel discussions in-between game-slots.

We've divided the weekend into **12 gaming slots**. With **4 slots per day and 2-hour breaks** in between, there will be ample time to finish games without rushing or attending a panel discussion. Also, we announced the agenda for public panel discussions in between game slots already on our website and also here in the player-handbook. These will be live-streamed on our YouTube channel.

Once the session schedule is published for VaesenCon, players can fill out the form below to indicate which games they wish to play. If the game has more interest than seats available, the spots will be filled via a lottery and the other players placed on the waitlist.

**Players must confirm with the GM their availability within 2 days (48 hours) of the lottery results.**

If not, the seat will be given to the next player on the waitlist and the process will continue until all seats are filled. We look forward to gaming with you on the weekend of 5-7 May.

We expect all Players to follow the [Code of Conduct](#) for VaesenCon. If there are any problems or concerns during the Con, please direct those issues to the Moderators.

The gaming sessions and postings concerning the session lottery will occur on the VaesenCon 2023 Discord server, so it is necessary for all Players to join in order to participate.

You can join the server by [clicking this link](#).

# Timeline

**Friday, 5 May 2023**

GMT | EST

00:00 | 20:00 - Slot 1 | [Nótt](#)

06:00 | 02:00 - Slot 2 | [Dellingr](#)

10:15 | 06:15 - Slot 2.5

Panel | Gothic Horror

12:00 | 08:00 - Slot 3 | [Dagr](#)

16:15 | 12:15 | **Keynote**

18:00 | 14:00 - Slot 4 | [Thor](#)

22:15 | 18:15 - Slot 4.5

Panel | Creating your Vaesen

Player Character

**Saturday, 6 May 2023**

GMT | EST

00:00 | 20:00 - Slot 5 | [Eir](#)

06:00 | 02:00 - Slot 6 | [Yggdrasil](#)

12:00 | 08:00 - Slot 7 - [Jörd](#)

16:15 | 12:15 - Slot 7.5

Panel | Writing scenarios for  
Vaesen

18:00 | 14:00 - Slot 8 | [Odin](#)

22:15 | 18:15 - Slot 8.5

Panel | Folklore as Inspiration

**Sunday, 7 May 2023**

GMT | EST

00:00 | 20:00 - Slot 9 | [Freyja](#)

06:00 | 02:00 - Slot 10 | [Tyr](#)

08:00 | 04:00

**Sweden Rolls Live**

10:15 | 06:15 - Slot 10.5

Panel | GM Strategies for  
Vaesen

12:00 | 08:00 - Slot 11 | [Hel](#)

16:15 | 12:15 - Slot 11.5

Panel | Roleplaying in the 19th  
century

18:00 | 14:00 - Slot 12 | [Loki](#)

# Game Offer Overview

ID	GM	TITLE	MAX
<b>FRIDAY MAY 5, <u>00:00 GMT   20:00 EST - SLOT 1</u>   <u>NÓTT</u></b>			
101	DIESEL#9263	<a href="#">13 LADS OF CHRISTMAS</a>	4
<b>FRIDAY MAY 5, <u>12:00 GMT   08:00 EST - SLOT 3</u>   <u>DAGR</u></b>			
301	BITBURG_CHEF#0311	<a href="#">A CITY IN TURMOIL</a>	5
<b>FRIDAY MAY 5, <u>18:00 GMT   14:00 EST - SLOT 4</u>   <u>THOR</u></b>			
401	PEACEFUL.VIKING#8120	<a href="#">THOSE WHO WALK IN SMOKE</a>	5
402	BITBURG_CHEF#0311	<a href="#">A TWISTED PATH - PART 1</a>	4
<b>SATURDAY MAY 6, <u>00:00 GMT   20:00 EST - SLOT 5</u>   <u>EIR</u></b>			
501	DIESEL#9263	<a href="#">HOPE IS A SAD THING</a>	4
502	SHANNON MAC#3474	<a href="#">THE MISSING BRIDE</a>	3
<b>SATURDAY MAY 6, <u>12:00 GMT   08:00 EST - SLOT 7 - JÖRD</u></b>			
701	AXIDENTALDM#0398	<a href="#">SHADOW OF WAR</a>	5
702	ŚRADDHĀPA#8915	<a href="#">THE GIRL IN THE HALA TREES</a>	4
703	DIESEL#9263	<a href="#">LOVE AND YET DESPAIR</a>	4
<b>SATURDAY MAY 6, <u>18:00 GMT   14:00 EST - SLOT 8</u>   <u>ODIN</u></b>			
801	CHANCE#1736	<a href="#">THURSDAY'S CHILDREN: FRIDAY MORNING</a>	4
802	NELLUFY#2464	<a href="#">THE PERFECT FAMILY</a>	4
803	PUDDY_R #7035	<a href="#">THE HAMMERSMITH HAUNTING</a>	4
804	DIESEL#9263	<a href="#">DAISY CUTTER</a>	4
805	BITBURG_CHEF#0311	<a href="#">A TWISTED PATH - PART 2</a>	4
<b>SUNDAY MAY 7, <u>00:00 GMT   20:00 EST - SLOT 9</u>   <u>FREYJA</u></b>			
901	DIESEL#9263	<a href="#">GOD OF THE GAPS</a>	4
<b>SUNDAY MAY 7, <u>12:00 GMT   08:00 EST - SLOT 11</u>   <u>HEL</u></b>			
1101	DIESEL#9263	<a href="#">THIS IS HOW YOU LOSE THE SUBLIME WAR</a>	4
1102	BITBURG_CHEF#0311	<a href="#">A TWISTED PATH - PART 3</a>	4
<b>SUNDAY MAY 7, <u>18:00 GMT   14:00 EST - SLOT 12</u>   <u>LOKI</u></b>			
1201	NELLUFY#2464	<a href="#">TRILL DELUSION</a>	4
1202	DIESEL#9263	<a href="#">EVERY LOVE STORY IS A GHOST STORY</a>	4
1203	PUDDY_R #7035	<a href="#">THE GHOSTLY LIBRARY</a>	4
1204	BITBURG_CHEF#0311	<a href="#">A TWISTED PATH - PART 4</a>	4

# Charity Raffle

As part of VaesenCon 2023 we are raising money for Doctors without Borders. If you want to help, you can make a simple donation or donate with the opportunity to win some of our great prizes that have been donated. [Médecins Sans Frontières / Doctors Without Borders \(MSF\)](#) is the world's leading medical humanitarian aid organization. They provide emergency assistance to people affected by armed conflict, epidemics and natural or man-made disasters, without discrimination and irrespective of race, religion, gender or political affiliation. They work in over 70 countries and go to the places where others cannot or choose not to go.

**Tickets are \$5 each, or 3 for \$10.**



- **DCOR** - Free League is making available 2 pdfs of the Vaesen: Nordic Horror Roleplaying core rulebook.
- **DCOR** - Free League is making available 2 pdfs of the Vaesen: Nordic Horror Roleplaying core rulebook.
- **PTWS** - Free League is making available 2 physical copies of A Wicked Secret and Other Mysteries adventure book.
- **PTSM** - Free League is making available 2 physical copies of the Seasons of Mystery adventure book.

## Special Event

# VaesenCon 2023 presents:



The crew of the Sweden Rolls podcast will do a live show of Vaesen on

**Sunday, May 7**

**8:00 am GMT | 4:00 am EST**

Sweden Rolls is an actual play podcast where professional actors play the best of Swedish RPGs. The award-winning podcast was #1 on ENworlds list of the best actual play podcasts of 2021.

[www.vaesencon.com](http://www.vaesencon.com) | [www.swedenrolls.com](http://www.swedenrolls.com)

# Panel Discussions

We've divided the weekend into 12 gaming slots. With 4 slots per day and 2-hour breaks in between, there will be ample time to finish games without rushing or attending a panel discussion.

[The Panels will be live-streamed on our YouTube channel.](#)

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Friday, May 5, 10:15 GMT | 06:15 EST

## Gothic Horror

With Ahimsa, JVC Parry, Thomas Bailey & J.C. Connors

Gothic horror has long been a staple of horror fiction and film, and Vaesen takes many cues from this genre to create its unique brand of Nordic horror. In this panel discussion, experts will explore the gothic horror elements of Vaesen, discussing the tropes and techniques that are used to create a sense of dread and unease in the players. Topics will include the use of darkness, isolation, and supernatural beings, the role of architecture and setting, and the importance of historical accuracy in creating an authentic gothic horror experience.

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Friday, May 5, 22:15 GMT | 18:15 EST

## Creating your Vaesen Player Character:

### Options, opportunities, and historical references

With Ahimsa, Andreas Lundström & Thomas Boulton

Creating a player character in Vaesen is a key part of the role-playing experience, and offers a wide range of options and opportunities for players. In this panel discussion, experts will discuss the different options

available to players, including the choice of profession, skills, and abilities, as well as historical references that can be used to create an authentic character that fits within the world of Vaesen. Topics will include the different professions available to players, such as investigators, scholars, and occultists, the role of character backstory and motivations, and the importance of fitting into the world of Vaesen.

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Saturday, May 6, 16:15 GMT | 12:15 EST

## **Writing scenarios for Vaesen - how to share your lore**

With Ahimsa, Kiku Pukk, Niclas Jareborg, JVC Parry & J.C. Conners

Creating scenarios for Vaesen is an essential part of being a game master, and is key to creating an immersive and engaging gameplay experience. In this panel discussion, experts will discuss the different elements that go into creating a compelling scenario for Vaesen, including the use of Nordic folklore and mythology, the role of historical accuracy, and the importance of sharing your lore with your players. Topics will include the different types of scenarios that can be created, such as investigations, battles, and survival, the use of player agency and choice in creating scenarios, and the role of NPCs and supporting characters.

Saturday, May 6, 22:15 GMT | 18:15 EST

## **Folklore as Inspiration - Tales across the world**

With Ahimsa, JVC Parry, Andreas Lunström, Thomas Boulton &

Graeme Davis

Vaesen draws heavily from Nordic folklore and mythology, but there are many other rich traditions from around the world that can be used as inspiration for the game. In this panel discussion, experts will discuss the different folklore and mythology traditions that can be used as inspiration for Vaesen scenarios and gameplay experiences, including those from Africa, Asia, and the Americas. Topics will include the use of different folklore elements, such as monsters, spirits, and myths, the role of historical and cultural accuracy, and the importance of respecting and understanding different folklore traditions.

Sunday, May 7, 10:15 GMT | 06:15 EST

# GM Strategies for Vaesen

With Ahimsa, Kiku Pukk, JVC Parry & J.C. Conners

As a game master, there are many strategies and techniques that can be used to create an engaging and immersive Vaesen experience for your players. In this panel discussion, experts will discuss the different strategies that can be used to create a compelling game experience, including the use of sound and music, the importance of pacing and timing, and the use of player agency and choice. Topics will also include the different challenges that game masters may face when running a Vaesen game, and the different ways that they can address these challenges.

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Sunday, May 7, 16:15 GMT | 12:15 EST

# Roleplaying in the 19th century

With Ahimsa, Niclas Jareborg & Thomas Bailey

Vaesen is set in the late 19th century, a time of great technological and social change. In this panel discussion, experts will discuss the different ways that players and game masters can engage with this historical setting, including the role of historical accuracy, the importance of understanding the cultural and social norms of the time, and the ways that technology and science can be incorporated into gameplay. Topics will also include the different challenges that come with roleplaying in a historical setting, and the different techniques that can be used to overcome these challenges.

# Game Offerings

**Friday, 5 May 2023**

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00:00 | 20:00 - Slot 1 | [Nótt](#)

06:00 | 02:00 - Slot 2 | [Dellingr](#)

10:15 | 06:15 - Slot 2.5

Panel | Gothic Horror

12:00 | 08:00 - Slot 3 | [Dagr](#)

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Vaesen

12:00 | 08:00 - Slot 11 | [Hel](#)

16:15 | 12:15 - Slot 11.5

Panel | Roleplaying in the 19th  
century

18:00 | 14:00 - Slot 12 | [Loki](#)

# 101 | 13 Lads of Christmas

- offered by Diesel (Diesel#9263)

Friday May 5, 00:00 GMT | 20:00 EST - Slot 1 | Nótt

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Up to 4 Players

Beginner friendly, New-players welcome

No minimum age

Pre-game discussion, Æ-Card, Lines and Veils

None

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Pre-generated characters will be provided

The Society's branch in Iceland has called upon you to travel to Northwest Norway. The Icelandic branch is concerned that something has drove the Yule Lads across the sea to Norway. The Yule Lads are merry but mischievous fellows that usually take turns visiting kids on the 13 nights leading up to Christmas, playing pranks and delivering candy. The Icelandic branch is worried, though. The Yule Lads are out of their element and the villagers in Norway are not used to them. They plead for the Society to intervene before a miscommunication sparks off a conflict that ends in blood.



# 301 | A City in Turmoil

- offered by David (Bitburg\_Chef#0311)

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Up to 5 Players

Beginner friendly, Some experience required

Ages 21 and older - strong content

Pre-game discussion, X-Card, Lines and Veils

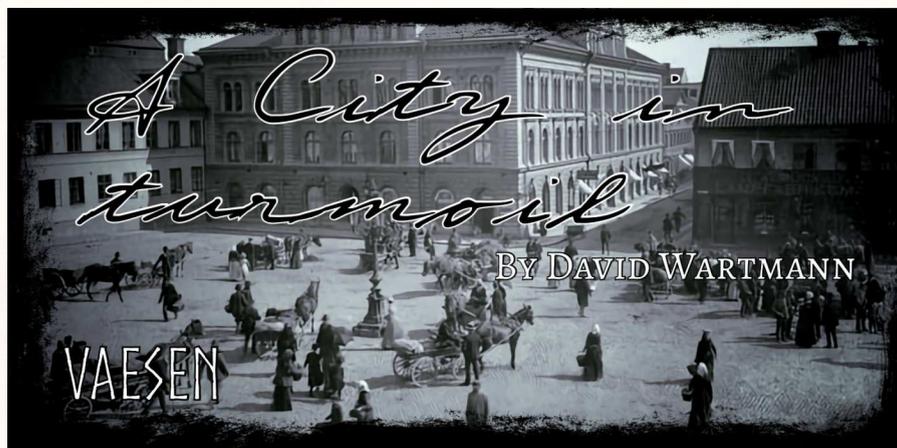
Gore, Body Horror, Loss of Player Agency, Hallucinations, Gaslighting, Mention of Harm to Children, Insects

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Pre-generated characters will be provided

Set in April 1863, the neighbourhood of Castle Gyllencreutz is experiencing strange events of witchcraft. These events started small, with reports of odd occurrences such as objects moving on their own, doors opening and closing by themselves, and strange whispers in the night. However, the strange events escalated and became more intense as time went on. People reported seeing dark shadows moving in the streets, hearing blood-curdling screams, and witnessing strange creatures lurking in the shadows.

The locals are terrified and desperate for answers. Some believe that the events are caused by witches, while others think it is a curse placed on the town. However, no one knew the true cause of these events, but since The Society moved back into Castle Gyllencreutz, all kinds of strange events started to occur in Uppsala. Some see The Society and Castle Gyllencreutz as the cause of all, and soon more neighbours agree. Within the last couple of days, more and more neighbours have become agitated and even aggressive towards the castle's occupants and have alerted the authorities to look into the situation. As the tension increases and the Social Standing of the Society and its members is on the line - the terrifying events become stronger daily.



# 401 | Those Who Walk in Smoke

- offered by Rhimsa (peaceful.viking#8120)

Friday May 5, 18:00 GMT | 14:00 EST - Slot 4 | [Thor](#)

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Up to 5 Players

Beginner friendly

Ages 18 and older

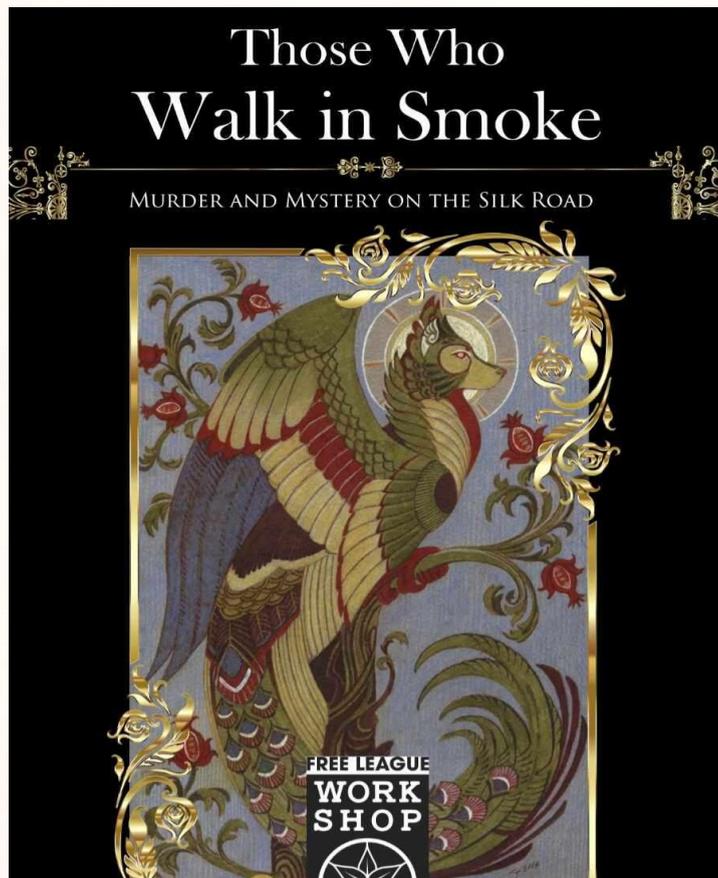
Pre-game discussion

violence, cosmic horror

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Pre-generated characters will be provided

The silk road city of Samarkand. A man that disappeared from a locked room. A mystery that will risk the lives of the investigators and delve into the mysteries of the Djinn.



# 402 | A Twisted Path - Part 1

- offered by David (Bitburg\_Chef#0311)

Friday May 5, 18:00 GMT | 14:00 EST - Slot 4 | Thor

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Up to 4 Players

Experienced players required

Ages 21 and older - strong content

Pre-game discussion, X-Card, Lines and Veils

Gore, Body Horror, Loss of Player Agency, Hallucinations, Mental Illness, Violence, Religious Themes, Trauma, Gaslighting, Kult-like organizations

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Players should have a character ready to play

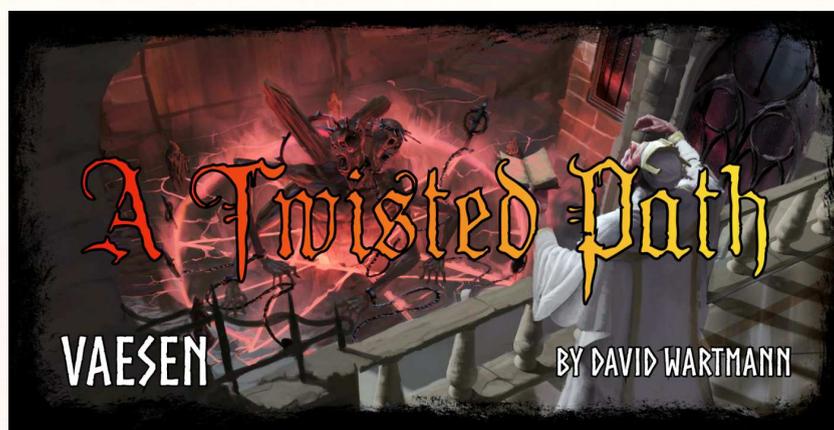
## **This is Part 1 of 4.**

*This mini-campaign will conclude over the weekend of Vaesen! On please make sure to be able to join at least 3 sessions (Slot 4, 8, 11, 12).*

Attention all brave and cunning adventurers!

In the heart of Uppsala, a secret society has hired the characters to stop a group of occultists from summoning a powerful demon.

Do you have what it takes to uncover a dark conspiracy lurking beneath the surface of a seemingly peaceful city? Join us for an epic journey filled with mystery, intrigue, and danger as you navigate through the intricate web of secrets and lies. Uncover ancient artefacts, decipher cryptic clues, and outsmart your foes as you race against time to prevent a sinister plot from unfolding. Be warned, however, for the forces you will face are not of this world and will stop at nothing to achieve their goals. Will you be able to unravel the mysteries and save the city from impending doom?



# 501 | Hope is a Sad Thing

- offered by Diesel (Diesel#9263)

Saturday May 6, 00:00 GMT | 20:00 EST - Slot 5 | [Eir](#)

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Up to 4 Players

Beginner friendly, New-players welcome

Ages 21 and older - strong content

Pre-game discussion, X-Card, Lines and Veils

Suicide, PvP, grief, Possession, Blood and gore.

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Pre-generated characters will be provided

The Society is called upon to investigate a mysterious cabin, one where older members of the Society traveled to and never returned.



# 502 | The Missing Bride

- offered by Shannon Mac (Shannon Mac#3474)

Saturday May 6, 00:00 GMT | 20:00 EST - Slot 5 | [Eir](#)

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Up to 3 Players

Beginner friendly

Ages 21 and older - strong content

Pre-game discussion

Mature themes - sexual references

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Players should have a character ready to play

The upcoming wedding of Lady Louise of Skåne to Viscount Pierre d'Alsace has been the talk of Sweden for months. However, on the eve of their wedding, the Lady Louise has gone missing. Was it cold feet or a kidnapping? The implications could have catastrophic, international repercussions. And yet the Lady Louise's Lady-in-Waiting seeks out the Society to assist?

# 701 | Shadow of War

- offered by Thomas Bailey (AxidentalDM#0398)

Saturday May 6, 12:00 GMT | 08:00 EST - Slot 7 - Jörd

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Up to 5 Players

Some experience required

Ages 16 and older

Æ-Card

Death, Veiled Reference to Slavery

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Players should have a character ready to play

Someone has started an uncontrollable fire in the swamps outside New Orleans (Summer 1863). It has spurred rumors that the Johnny Rebs are planning a major offensive to retake New Orleans, and the city is on edge. The Union patrols sent to investigate have not returned.



H. Lewis pinx.

Lith. J. Hst. Arnz & Co. Düsseldorf

# 702 | The Girl in the Hala Trees

- offered by Śraddhāpa Shan Welsh (Śraddhāpa#8915)

Saturday May 6, 12:00 GMT | 08:00 EST - Slot 7 - Jörd

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Up to 4 Players

Beginner friendly

Ages 18 and older

Pre-game discussion, X-Card, Lines and Veils

This mystery is based on a particularly bloody Taiwanese folk tale with strong elements of horror. It includes themes of revenge, betrayal, abandonment, suicide, and murder, including violence against children. Violence will not be described in a gratuitously graphic way, but only to the extent that is necessary for the story.

---

Pre-generated characters will be provided

VTT-link: [click-here](#)

You are members of the Society of the Jade Dragon, headquartered in the bustling international port city of Tamsui in 19th century Mythic Taiwan. The society's members are dedicated to investigating reports of Yaoguai (ghosts and monsters) and resolving conflicts between the Yaoguai and human beings where possible. The society has received a report from a village in the south of Taiwan of the ghost of a young woman haunting a grove of hala trees and four members of the Society have set out to investigate.



# 703 | Love and Yet Despair

- offered by Diesel (Diesel#9263)

Saturday May 6, 12:00 GMT | 08:00 EST - Slot 7 - Jörd

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Up to 4 Players

Beginner friendly, New-players welcome

Ages 21 and older - strong content

Pre-game discussion, X-Card, Lines and Veils

Harm to children, grief

---

Pre-generated characters will be provided

The small fishing village of Dunmore East in Ireland has asked for the Society's help. There have recently been deadly and dangerous storms that have prevented fishing, and the locals fear that a powerful Vaesen is causing it.



# 801 | Thursday's Children; Friday Morning

- offered by Chance Boon (Chance#1736)

Saturday May 6, [18:00 GMT](#) | [14:00 EST](#) - Slot 8 | [Odin](#)

---

Up to 4 Players

Beginner friendly

Ages 21 and older - strong content

Æ-Card, Lines and Veils

Death, Course Language

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Pre-generated characters will be provided

It sounded easy enough...something had been luring the children of Immel into the woods at night...in the morning, they would be found in the same clearing. Scrapes, bruises, no memory of the night, but mostly unharmed.

This happened every 10th day, for the last 11 weeks.

It was decided that a group would be sent out to investigate, but 10 days later the people of Immel found the group in the very same clearing...in far worse shape than the children...



# 802 | The Perfect Family

- offered by Nell (Nellufy#2464)

Saturday May 6, [18:00 GMT](#) | [14:00 EST](#) - Slot 8 | [Odin](#)

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Up to 4 Players

Beginner friendly, Some experience required

Ages 21 and older - strong content

Lines and Veils

Family Abuse, Depression, Grief

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Pre-generated characters will be provided

A mysterious package has been delivered to Rose House by what appears to be a majestic white unicorn.



# 803 | The Hammersmith Haunting

- offered by Puddy\_IR (Puddy\_IR #7035)

Saturday May 6, [18:00 GMT](#) | [14:00 EST](#) - Slot 8 | [Odin](#)

---

Up to 4 Players

Beginner friendly

No minimum age

Pre-game discussion

None

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I can provide pre-gens or player can bring their own.

[VTC-link: click-here](#)

The PC's find themselves caught up in a mysterious haunting in the Hammersmith district of London and won't be able to leave until they solve the mystery. Will they be able to bring peace to the poor people of Hammersmith?



# 804 | Daisy Cutter

- offered by Diesel (Diesel#9263)

Saturday May 6, 18:00 GMT | 14:00 EST - Slot 8 | [Odin](#)

---

Up to 4 Players

Beginner friendly, New-players welcome

No minimum age

Pre-game discussion, X-Card, Lines and Veils

Violence

---

Pre-generated characters will be provided

[VTT-link: click-here](#)

The Society is called to the small town of Glomma by church official Father Tomas Harenstram because of concerns that a cult-like religious figure, Mattias Thrane, is burning churches and driving off priests.

<https://www.drivethrurpg.com/product/428518/Daisy-Cutter--A-Vaesen-Mystery>



## DAISY CUTTER

A LOVE STORY

*A small village goes to war over Vaesen when both the village and the Vaesen simply want to be free.*

BY AL SMITH

**FREE LEAGUE  
WORKSHOP  
VAESEN**

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# 805 | A Twisted Path - Part 2

- offered by David (Bitburg\_Chef#0311)

Saturday May 6, 18:00 GMT | 14:00 EST - Slot 8 | [Odin](#)

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Up to 4 Players

Experienced players required

Ages 21 and older - strong content

Pre-game discussion, X-Card, Lines and Veils

Gore, Body Horror, Loss of Player Agency, Hallucinations, Mental Illness, Violence, Religious Themes, Trauma, Gaslighting, Kult-like organizations

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Players should have a character ready to play

## **This is Part 2 of 4.**

*This mini-campaign will conclude over the weekend of Vaesen! On please make sure to be able to join at least 3 sessions (Slot 4, 8, 11, 12).*

Attention all brave and cunning adventurers!

In the heart of Uppsala, a secret society has hired the characters to stop a group of occultists from summoning a powerful demon.

Do you have what it takes to uncover a dark conspiracy lurking beneath the surface of a seemingly peaceful city? Join us for an epic journey filled with mystery, intrigue, and danger as you navigate through the intricate web of secrets and lies. Uncover ancient artefacts, decipher cryptic clues, and outsmart your foes as you race against time to prevent a sinister plot from unfolding. Be warned, however, for the forces you will face are not of this world and will stop at nothing to achieve their goals. Will you be able to unravel the mysteries and save the city from impending doom?



# 901 | God of the Gaps

- offered by Diesel (Diesel#9263)

Sunday May 7, [00:00 GMT](#) | [20:00 EST](#) - Slot 9 | [Freyja](#)

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Up to 4 Players

Beginner friendly, New-players welcome

Ages 21 and older - strong content

Pre-game discussion, X-Card, Lines and Veils

Harm to children, grief.

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Pre-generated characters will be provided

The Society is called upon by Upsala officials to investigate something that should never be lost: Upsala's new train system has lost a train on its maiden voyage.



# 1101 | This Is How You Lose the Sublime War

- offered by Diesel (Diesel#9263)

Sunday May 7, 12:00 GMT | 08:00 EST - Slot 11 | [Hel](#)

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Up to 4 Players

Beginner friendly, New-players welcome

Ages 16 and older

Pre-game discussion, X-Card, Lines and Veils

CW: Manipulation, grief.

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Pre-generated characters will be provided

The Society is called upon to resolve a land dispute, where both parties insist that they are entitled to the land that a Nisse occupies.



# 1102 | A Twisted Path - Part 3

- offered by David (Bitburg\_Chef#0311)

Sunday May 7, [12:00 GMT](#) | [08:00 EST](#) - [Slot 11](#) | [Hel](#)

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Up to 4 Players

Experienced players required

Ages 21 and older - strong content

Pre-game discussion, X-Card, Lines and Veils

Gore, Body Horror, Loss of Player Agency, Hallucinations, Mental Illness, Violence, Religious Themes, Trauma, Gaslighting, Kult-like organizations

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Players should have a character ready to play

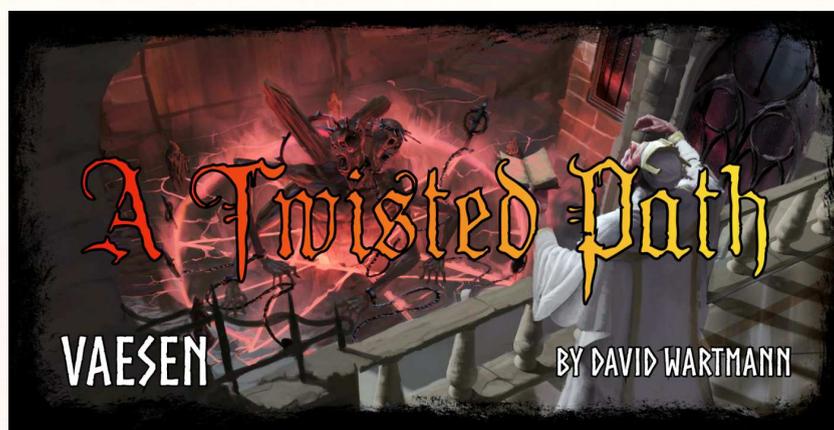
## **This is Part 3 of 4.**

*This mini-campaign will conclude over the weekend of Vaesen! On please make sure to be able to join at least 3 sessions (Slot 4, 8, 11, 12).*

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# 1201 | Trill Delusion

- offered by Nell (Nellufy#2464)

Sunday May 7, [18:00 GMT](#) | [14:00 EST](#) - Slot 12 | [Loki](#)

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Up to 4 Players

Beginner friendly, Some experience required

Ages 18 and older

Fines and Veils

Body Horror, Domestic Abuse

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Players should have a character ready to play

Viktor Wikström, a promising young violinist, has been found dead under mysterious circumstances in his affluent flat in Copenhagen. His name is known throughout the upper class and the music world of the city. A dear friend of Viktor has enlisted the Society's help in hope that they will get to the bottom of this.



# 1202 | Every Love Story is a Ghost Story

- offered by Diesel (Diesel#9263)

Sunday May 7, [18:00 GMT](#) | [14:00 EST](#) - Slot 12 | [Loki](#)

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Up to 4 Players

Beginner friendly, New-players welcome

Ages 21 and older - strong content

Pre-game discussion, X-Card, Lines and Veils

Harm to children, suicide.

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Pre-generated characters will be provided

The Society is called upon to resolve a situation in rural Ireland, where locals claim to hear the wails of a banshee in the nearby abandoned castle.



# 1203 | The Ghostly Library

- offered by Puddy R (Puddy\_R #7035)

Sunday May 7, [18:00 GMT](#) | [14:00 EST](#) - Slot 12 | [Loki](#)

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Up to 4 Players

Beginner friendly

Ages 18 and older

Pre-game discussion

Body Horror

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Pre-generated characters will be provided

The Polish branch of the Society receives a letter from one Dr. Eliasz Pawlowicz, a Warsaw doctor in good standing. He believes he is under some sort of curse, perhaps related to his recent acquisition of an old book on undead folklore, and requests the Wosinski Institute's help. The investigators head off to Warsaw immediately to look into it.

# 1204 | A Twisted Path - Part 4

- offered by David (Bitburg\_Chef#0311)

Sunday May 7, [18:00 GMT](#) | [14:00 EST](#) - Slot 12 | [Loki](#)

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Up to 4 Players

Experienced players required

Ages 21 and older - strong content

Pre-game discussion, X-Card, Lines and Veils

Gore, Body Horror, Loss of Player Agency, Hallucinations, Mental Illness, Violence, Religious Themes, Trauma, Gaslighting, Kult-like organizations

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Players should have a character ready to play

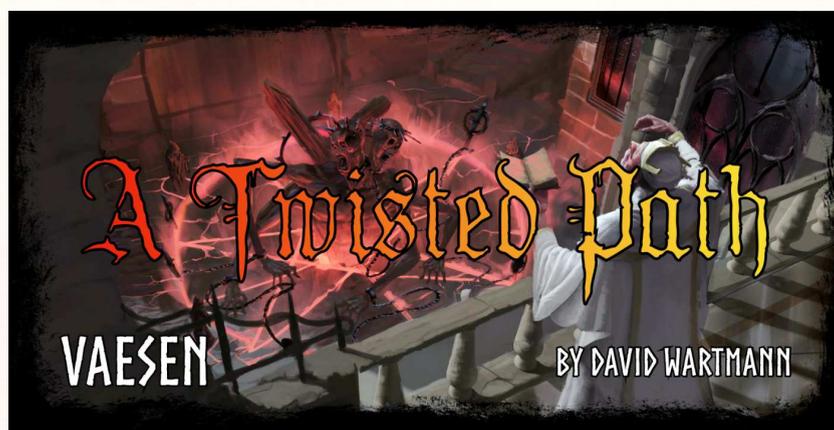
## **This is Part 4 of 4.**

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# Quick Guide to Character Creation

Vaesen is set in 1860's Scandinavia – the industrial revolution is in full gear and people's beliefs shift from the "old ways" to more modern concepts. And some creatures do not like being forgotten... Think more about who your player character is then try to understand rules and mechanics; that's my job as a GM. The more you can flush out your character the more vivid the game becomes.

Vaesen is strongly narrative- driven – do not try to think about what skill you want to use but describe what you do.

Vaesen is a dice-pool system using D6 – skills are based on attributes and cumulatively create your D6 pool – only 6's count as success. One success is usually all you need.

- 1) Choose an Archetype from the list → check the box at the bottom for specifics about the archetype specific skills and equipment
- 2) Come up (or choose) a Motivation – what drives your character to track down or fight Vaesen
- 3) Come up with (or choose) a Trauma – This is the event that changes your perception of reality; it can be mental or physical but it has a significant impact on your life.
- 4) Come up with (or choose) a Dark Secret – This is unique for you and the more horrific the better.

What are you ashamed of or would ruin your life if it became public? Do not reveal this during the game unless instructed to!

5) Choose a name and age group and allocate your points; age will determine the attribute (AP) and skill-points (SP) that you can allocate:

- Young (<25 years) 15 AP & 10 SP
- Middle aged (26 – 50 years) 14 AP & 12 SP
- Old (51+ years) 13 AP & 14 SP

Attribute values range between 2–5, with a minimum of 2, a maximum of 4; except the main attribute from your archetype sheet which can be up to 5 Skill values range between 0 – 3, with a maximum of 2 for all but the main skill of your archetype which can be 3. Skills can have a value of 0 – You will still roll the associated attribute value for that skill during the game.

Once you allocate the points select a Talent – underneath the selected archetype handouts.

- 6) Come up with (or choose) a memento – something personal and important to you that can give you peace and calm in stressful situations
- 7) Define or choose the equipment you have on you.

# Vaesen Quick Reference

## Attributes and Skills

**Physique.** Size, strength, resilience, fortitude.

Agility, close combat, force.

**Precision.** Coordination and motor skills.

Medicine, ranged combat, stealth.

**Logic.** Intelligence. Education. Learning.

Investigation, learning, vigilance.

**Empathy.** Understanding, persuasion, trickery.

Inspiration, manipulation, observation.

Attributes are 2 to 4 (5 for main). Skills, 0 to 5.

## Using a Skill

Roll a number of dice equal to your **skill value** plus associated **attribute**. Each **six** is a success.

- Talents, advantage, and players that help you may add dice
- Each Condition deducts a die.

You can **push** your roll by suffering a condition, if you fail. (Physical conditions for physical tests, etc.)

Re-roll all dice except sixes. When an opponent tries to stop you, you both roll. The one with the **most successes** prevails.

## Advantage

At each mystery's start, you can gain an **Advantage**, e.g. a friend, training, resources. Use it to add 2 dice to a skill test before rolling.

## Conditions

**Physical Conditions.** Physique and precision.

Exhausted, battered, wounded.

**Mental Conditions.** Logic and empathy.

Angry, frightened, hopeless.

Each condition removes 1 die from all physical or mental skill tests, respectively. If you take a fourth physical or mental condition, you are **Broken**. You are incapacitated and suffer a critical injury.

## Combat

Draw initiative cards (1 to 10). Lowest goes first.

Each turn, you get a **slow** and **fast** action. You may take reactions on another player's turn.

Use **extra successes** from attacks to:

- Increase Damage By 1.(Multiple times)
- Exchange Initiative Cards.
- Inflict Mental Conditions In Lieu Of Physical.
- Push Enemy Into Another Zone.
- Force an enemy to drop a weapon or item.
- Grapple an enemy. (Only Force skill)

Typical Fast Action	Skill
Draw/swap weapon	—
Stand up	—
Dodge (reaction)	Agility
Parry (reaction)	Close combat/force
Hold, break free (reaction)	Force
Chase (reaction)	Agility
Resist magic (reaction)	Depends
Shout a sentence	—
Close door, snuff candle	—
Take cover	—
Move	—

Typical Slow Action	Skill
Melee attack	Close combat
Ranged attack	Ranged combat
Unarmed attack	Force
Wrestle, push, grapple	Force
Flee, lure enemy	Agility
Persuade	Manipulation
Survey situation	Vigilance
Treat injuries	Medicine
Climb wall	Agility

### Difficulty and Chances

# Dice	Normal	Pushed
1	17 %	31 %
2	31 %	52 %
3	42 %	67 %
4	52 %	77 %
5	60 %	84 %
6	67 %	89 %
7	72 %	92 %
8	77 %	95 %
9	81 %	96 %
10	84 %	97 %

Tests usually require one success. Difficult tests require more. Some skills use **extra successes**.

# VAESEN

CHARACTER SHEET

## ATTRIBUTES

Physique	<input type="text"/>
Precision	<input type="text"/>
Logic	<input type="text"/>
Empathy	<input type="text"/>

## RESOURCES

## CONDITIONS

PHYSICAL	Exhausted	<input type="checkbox"/>
	Battered	<input type="checkbox"/>
	Wounded	<input type="checkbox"/>
MENTAL	Broken	<input type="checkbox"/>
	Angry	<input type="checkbox"/>
	Frightened	<input type="checkbox"/>
	Hopeless	<input type="checkbox"/>
	Broken	<input type="checkbox"/>

## SKILLS

Agility (Physique)	<input type="text"/>
Close Combat (Physique)	<input type="text"/>
Force (Physique)	<input type="text"/>
Medicine (Precision)	<input type="text"/>
Ranged Combat (Precision)	<input type="text"/>
Stealth (Precision)	<input type="text"/>
Investigation (Logic)	<input type="text"/>
Learning (Logic)	<input type="text"/>
Vigilance (Logic)	<input type="text"/>
Inspiration (Empathy)	<input type="text"/>
Manipulation (Empathy)	<input type="text"/>
Observation (Empathy)	<input type="text"/>

## EXPERIENCE

<input type="checkbox"/>							
<input type="checkbox"/>							

NAME

AGE/AGE GROUP

ARCHETYPE

MOTIVATION

TRAUMA

DARK SECRET

## RELATIONSHIPS

PC 1:

PC 2:

PC 3:

PC 4:

## TALENTS


## INSIGHTS & DEFECTS


## ADVANTAGES


## EQUIPMENT

BONUS


## ARMOR

PROTECTION AGILITY

<input type="text"/>	<input type="text"/>	<input type="text"/>
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## WEAPONS

DAMAGE RANGE BONUS

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

## MEMENTO
