

# World Building

## 1. Planet

Earth, mostly as we know it - but mythical creatures from Swedish folklore are real and live alongside humans in Sweden.

## 2. History

In the Swedish county of Småland, a town called Trollhöja was once filled with humans and folklore creatures. It was destroyed in 1977 after an attack towards the newly built power plant. The radiation from the accident mutated the creatures and killed anyone that was still alive.

### *Trollhöja*

The old Swedish town of Trollhöja was an elevated village populated with both humans and the folklore creatures known as *skogstroll*. Though humans often neglected folklore creatures, skogstrolls were accepted because they acted like humans and looked similar to them. They worked, had relationships and/or families together and shared their resources. Skogstrolls lived in the *deep forest* and supplied steel to the village, humans supplied with tools. In 1910 the city was inaugurated to strengthen the connections between trolls and humans. Skogstroll's always lived near humans no matter what conflict occurred.

For many years other folklore creatures were also seen living in the forest of Trollhöja. *Näcken*, *Giants*, *Vittror*, *Vättar* and *Skogsrå* were terrorizing and sometimes helping the villagers.

### *A change of faith*

After hundreds of years living alongside folklore creatures, humans eventually turned to Christianity and God. In 1952 the priest *Jan Jönsson* said that the folklore creatures were an offence towards God and those who believed in them would go to hell. In fear the villagers stopped believing in the mythical creatures. Soon enough they faded away from human

consciousness. Folklore creatures were not visible for many years even though they still existed. The only mythical creature that humans still interacted with were skogstroll. Since humans were in need of the troll's resources, God was understanding and forgave them.

### *Industrialize*

During the 1970 it was time to industrialize; humans started to harvest the forests and destroy the folklore creatures' homes- unaware that they still lived there. The city grew and after a few years a power plant was built. It was meant to supply all the electricity in Sweden, Trollhøja had the privilege of building it. On top of a great hill the construction started, visible for miles

### *Creatures revenge*

After years of harvesting and expanding Trollhøja, the invisible folklore creatures wanted revenge. During many years they tried to cut human supplies, food and animals to punish them for destroying their homes. Thanks to the skogstrolls sharing their food with humans, the punishment didn't work very well. The villagers survived every time. None of the creatures understood what the power plant was, they only knew that everyone felt sick of the emissions.

In 1977 the giants threw rocks at the power plant causing an explosion. The accident killed half the population of both folklore creatures and humans. The rest of the mythical creatures that survived turned into mutated monsters with a crazy thirst for blood. Since the giants threw the rocks when they were still invisible, the villagers believed God punished them for having relationships with skogstrolls'.

### *The aftermath*

After losing so many lives the faith in God faded, making the folklore creatures visible again. The villagers were able to stay alive for two weeks after the explosion. The ruined belongings and inability to leave made it impossible to survive. During that time a lot of panic went on.

The priest Jan Jönsson lost one of his daughters to the disaster. He thought that God had reborn *Abraham* through him and his daughter had to be sacrificed. In his manic period he convinced almost all the parents to sacrifice their children, on a cross as Jesus died, to the

mutated creatures. Only then would God spare them and forgive them for losing faith. In his act of crazy he banned skogstroll from the village. Even though his wife was a skogstroll he also banished her from the village never to return. Jan Jönsson didn't realise his kids were half-trolls as well. The villagers put the sacrificial crosses in the deep woods, which lured the mutated creatures into their homes and killed them as well.

When the sacrifices didn't work, hope was completely lost. People quickly put together wood crosses in a graveyard to pay their respect for the lost lives. Jan Jönsson left the village with his children in a car he had hid away from the other villagers, leaving everything and everyone behind. That was the last betrayal the villagers would experience.

*Now*

It has been 100 years since the boulders rained on the power plant and the mutated creatures have reclaimed their forest.

### 3. Environment

*Trollhöja*

100 years after the accident in Trollhöja there were no signs of human life. Nature has almost overgrown the abandoned houses, graves and belongings. The radiation affected everything alive in the village leaving it surrounded by a gray fog and dark sky.

*Plants and Trees*

After the bees died, all flowers and fruit went extinct in Sweden. Grass is dried out from the poor air and sunlight. It has been decades since someone saw a light beam. There are only a few trees and plants that survived from nurturing on the infected ground. Mushrooms are the only edible resource left, so most remaining animals feed off it.

*Water*

The radiation destroyed all water in the near 500 miles, most underwater animals were unable to survive. The ones who survived the radiation mutated into beast-like fish. The power plant moat was the first water to become toxic, after it leaked out in the village the rest followed.

## *Power plant*

Ruins of the power plant have become one with the remaining nature. Surrounding the powerplant there are huge boulders from the attack, some are shattered and some still intact.

## 4. Wildlife/monsters:

### *Mutated Animals*

Animals have a much lower life cycle. Since the bees died they can't depend on food from another source, so they end up dying. Most insects and parasites are still alive.

### **Mooses:**

Twice the size of a healthy moose. Eat mushrooms and pines.

### **Wild boar:**

A lot more aggressive than a healthy boar, foaming around the edges of the mouth. The tusks are twice as large. Eats dead crows.

### **Horses:**

Very skinny and shorter than a healthy horse. They eat mushrooms, bark and most of them got a black coat.

### **Cows:**

Skinny and eat dried out plants.

### **Crows:**

Survived well from the accident. Eats infested plants.

## *Mutated Folklore Creatures*

### **Giants:**

They live in the mountains and can vary from size. All of them hate noises, especially church bells. After the mutation they got distorted. Twisted back, different sized feet and weaker legs are to name a few. They stay put in the mountains, some say that's why we have hills as high as mountains- it's the remains of the giants.

Seen in the environment: Remainings of thrown stones

### **Näcken:**

Is often around water where he lures kids and adults to drown. After the mutation he moved into the moat by the power plant. Näcken grew in size and in bloodthirst, he is now the size of a giant. Näcken can also shapeshift into a horse and turn invisible to hide.

Seen in the environment: Hoofprints, voice, violin sounds

### **Vittror:**

They used to steal milk from cows and other farm animals, now they hunt anything with a pulse. They used to stay together in groups but after the mutation Vittror often traveled alone. They can run fast on all four and have an agonising facial expression, they're called *shadow demons*.

Not seen in the environment.

### **Vättar:**

They used to live underneath human homes spreading sickness and stealing food or clothes. To avoid them you'd have to feed them through an oak. After the mutation they grew bigger and bigger. At this point they are as big as a human child. Vättar are the only mutated creature that doesn't hurt anything alive, they would eat corpses instead. They still steal clothes from the abandoned houses.

Seen in the environment: Dead oak tree

### **Skogsrå:**

The guardian of the forest and is known to be very dangerous. She would either care for you, or cause you terrible pain. After the explosion she started to act more animal-like with big claws. When she's not hunting she takes care of the remaining animals.

Not seen in the environment.

### **Skogstroll:**

Act and look like humans. Many even had children together. They worked together and lived near each other, even when humans turned to christianity the alliance continued. After the accident the trolls didn't get mutated, they tried to seek shelter in the human village but the church decided they couldn't be trusted. Skogs trolls were banned from humans, the only trolls allowed were the ones who were blood related to humans.

Seen in the environment: Trolls keep out poster, PC character

## **5. Society/Culture**

### *Humans*

#### **Before the Power Plant Accident:**

Many Trollhøja families had lived there since 1910, but as soon as the city grew a lot of new villagers moved in. They were all eager to work for the power plant or waiting for it to open. Every man and son worked building the powerplant and harvesting the forests. Women took care of the farm animals, crops and children. When children got old enough, they helped out in the home until they could choose a profession.

Skogstrolls and humans worked closely together, and in 1940 the priest Karl Jönsson (Jan Jönssons father) made it legal to marry and have children together. Usually they lived apart even if they had a family together, the trolls in the deep forest and humans in the village.

Swedes have been Christian since the year 1000 and everyone tried their best to have God's approval. In 1952 all the families went to church every Sunday where the priest Jan Jönsson

preached, he was the one who convinced the villagers to fully commit to christianity and forget about folklore creatures. He and a few others held lectures in the mornings for the kids where they learned to read the Bible and polish the church necessities until they were twelve. Kids didn't go to school other than that. Jan Jönsson was known to speak directly to God. It circulated rumors that he lied to his father about how God told him to allow humans to marry trolls just because he was in love with one. That skogstroll ended up being his wife.

In the village there was a church, baker, shop, florist, farm market, homes and a town square.

### **After the Power Plant Accident:**

All the cars, most of the houses and shops got ruined after the explosion. There was no way out. When Jan Jönsson encouraged and forced parents to sacrifice their children to God, more sorrow hovered over the village. He said God needed children as sacrifices, and that he had seen the devil in the children's eyes when he taught them to read the bible. After parents sacrificed their children they instantly regretted it, some even walked into the forest themselves to die. The plan didn't work, and over 40 young children got murdered by the approval of their parents that week.

When Jan Jönsson took the last functioning car and left the village people died within a week. In fear without God. Jan Jönsson continued his life in safety, ashamed of what he had done. He never spoke about it and forbade everyone in the family to mention what happened in Trollhøja. After he left his wife in the village, he realised that some of his children had troll blood. His guilt made him swore to never let anyone know they were skogstroll, so he would forget his own mistakes and be forgiven by God. The only evidence were his notes about skogstrolls and his wife, that he kept with him until he died.

### *Mythical creatures*

#### **Before the Power Plant Accident:**

When the creatures turned invisible they still lived in their designated areas. Some in rivers, mountains, forests and under the ground. For a while the invisibility was good for folklore creatures, they could focus on their own lives without being interrupted by humans. But when humans harvested the forests they ruined their habitat and folklore creatures lost many lives.

For years they tried to avenge the humans but only failed.

Most folklore creatures don't work, unless they collect food or mess with humans. Trolls worked with steel, Giants worked with building mountains and Skogsrå took care of the forest.

### **After the Power Plant Accident:**

The creatures couldn't have known what would happen to them next, after the radiation hit the majority of creatures instantly got mutated and started to hunt for human flesh.

The creatures that weren't mutated were also killed or died of radiation. Skogstroll lost many lives alongside humans; those who survived were able to flee through the forests wandering up north. When all food was gone the mutated folklore creatures started to live on other mutated animals, waiting for their next prey.