

Entering Verrania — Saga

The Verrania Saga is a fantasy and steampunk series set in Verrania, a world where nobody is born. Its inhabitants arrive through a mysterious process known as *spanning*, beginning a second existence after having already lived once somewhere else. Book I, *Entering Verrania*, is the reader's entrance into this world.

Magdalena begins her second life naked in the snow, with only a distant cottage to guide her. Inside, Ingrid and Astrid are waiting. They give her a name, a home and a new family, with Astrid welcoming her simply as her sister. Magdalena has arrived in Scandia, a rugged northern nation where hydrogen coal brings both prosperity and resentment toward neighbouring Europia.

Elsewhere, Zacharias awakens in the great mechanical city of Mechfort. He remembers living to old age on Earth yet now finds himself young again and surrounded by a world he does not understand. Waiting for him is Gabriella Thermbourne, an influential West-European scientist and political leader who has long hoped to become a “godmother” to a newly spawned soul.

Through their eyes, Book I reveals Verrania: steam-powered cities, enormous airships, mechanical inventions and nations with very different cultures, values and political systems. It is a world rebuilt after devastating AI wars, ended when a massive solar storm destroyed the digital systems threatening humanity. Digital technology is now forbidden, and civilization has turned instead to steam, clockwork and mechanical ingenuity. At the centre of this civilization is hydrogen coal, the extraordinary fuel powering its industries, transportation and airships. But its production, ownership and trade cross national borders. What begins as Magdalena and Zacharias discovering their new lives gradually reveals a world under pressure. Economic grievances become political demands; political demands become questions of security; and attempts to protect one nation increasingly appear threatening to another.

As their paths eventually cross, Magdalena and Zacharias find themselves drawn together across those divisions. Their growing relationship becomes one of the human threads connecting societies increasingly separated by suspicion, politics and competing interests. Their search for a place in Verrania becomes inseparable from the larger forces beginning to reshape the world around them.

Book I opens the door, but *The Verrania Saga* reaches further. Its conflicts do not arise simply from heroes confronting villains, but from people and institutions pursuing interests that often make sense from their own point of view. Decisions have unintended consequences. Enemies can be reasonable. Allies can be dangerous. Victory can create the conditions for another conflict, while peace requires more than ending a war.

Behind the politics and machinery lies a deeper mystery. Verrania gives its inhabitants another life, but not an explanation for it. Why are they here? Why are some people spawned while others are not? And what is the strange connection between Verrania and the lives its inhabitants once lived?

Ultimately, *The Verrania Saga* is a story about second chances, human choices and belonging—about people given another existence in an extraordinary world, and what they choose to make of it.

