

VERVAND

Even in Shade We Bloom



To the North of Cahyali's Heart, Vervand is a land where culture and understanding flourish. Between vast highlands, lush forests, and lovely plains, this temperate land feels like a paradise, of sorts - but its fertile soil was grown with the people's tears. Spiritual traditions are strong here, with many visiting Jaernian nomads settling down in the Vervish countryside. Vervand is inspired by the real world countries of Ireland, Scotland, and Wales.

Originally existing as territory owned by distinct tribes, a history of conquest forced them together into one nation with many cultures. Though its history is troubled, Vervand stands as a mighty nation and the breadbasket of Northern Cahyali.

HISTORICAL TIMELINE

Dahabu's calendar is used in Vervand, as it is in most places in the world.

>6030 BD: Settling of Vervand

It is estimated that sometime before the settling of Buyuk Vahsi, Vervand was inhabited by humans who crossed over the mountains from Arenti. These humans were of nomadic hunter-gatherer tribes.

>6030 BD: Arrival of Elves

Shortly after the arrival of Dahabu elves to Buyuk Vahsi to the west, some sailed further east to arrive at Vervand mingling with the native humans. While it is assumed that the elves brought along some proto-Cahyalic religion the mingling of these 2 cultures occurred so long ago that it's hard to tell what was of Dahabi origin and what was of human origin.

~5540 BD: Rise of the Vervish Tribes

The concept of Vervand as one nation is a more recent development. Before the Dahabi conquest, Vervand was settled by 6 major tribes: Oileánach (E-lon-ak) on the islands to the North, Sreapadaireachd (S-rey-ah-pear-dock) in the mountains, Arfordir (Are-for-deer) along the southern coast, Kompezenn on the western edge, Keird on the eastern edge, and the Mordrik on an island to the south.

4512 BD - 2845 BD: Shinnean Rule

The Shinnean Kingdom invaded via sea, overrunning the Keird, and breaking into the rest of the area. This is the first recorded instance of Vervand being referred to as one concept, then named Verdland for the sprawling green land. Although they did establish their own culture there was also a certain respect for the individual tribes. Many relics found of this time still show influence from the native tribes. That being said, in terms of status the Shinnean invaders were still on top.

2930 BD: Mordrik Disappearance

On the 12th day of the 3rd month the entirety of the island of the Mordrik tribe - then located to the south of the mainland - was said to have disappeared. No one knows why or how, and since then no trace of it has been found. The few people of the Mordrik tribe who were on the mainland were unfortunately killed during the upcoming Dahabi invasion.

2845 BD - 0 SD: Dahabi Rule

After the conquests of Ulos and Buyuk Vahsi the Dahabi forces invaded from the west, causing considerable damage to the Kompezann tribe, a position they are still recovering from today. It was during this invasion that the name for the land became the name for the territory, Vervand. Due to issues in pushing past Vervand to Arenti and Shinneok, many Dahabi forces were stationed in the land of the Keird tribe. This focused occupation nearly wiped the Keird out, and still today only a handful of Keirdish people exist.

During Dahabi rule most traces of the Vervish Tribes were destroyed as invaders enforced their culture and religion upon these people. During this period of cultural erasure, many important figures of the Vervish tribes were either erased or made to be synonymous with the Cahyalic gods. To this day it's hard to tell what these important figures once were as many higher powers were delegated to nothing more than strong mortals.

0-408 SD: Rebuilding

After the Day of Solar Wrath Vervand was one of the first to rebuild their land. However there was hesitation to unite under one flag, thus the 'nation' of Vervand was actually 5 distinct countries which would later become the basis for the districts of Vervand.

507-2000 SD: Building Relations

Having been a major agricultural resource for the Dahabi empire, the 5 nations used that foundation to lend food to its neighbors, Arenti and Shinneok. This was the start of the neighborly conduct between these nations.

1669 SD: The Oxis Alliance

Exactly 1669 years after the Day of Solar Wrath, the nations of Vervand, Arenti, and Shinneok signed an agreement, establishing free trade and travel between the nations, and forming the Oxis Alliance. This alliance was named after a creature, the oxis, whose fur and meat had been frequently traded between the nations, building early ties that would eventually blossom into this formal alliance.

1669-1840 SD: Renaissance

While a political alliance first and foremost, the establishment of the Oxis Alliance also symbolized the passion the three countries have for the arts. Thus, after the formation of

the alliance, the area entered a cultural Renaissance focused on reviving what was lost during the Dahabi rule.

1777-1819 SD: Blooming in the Shade

A schism in the Church of Ninos happened in the year 1777. A series of Shinneok monks and nobles declared their distaste for some of the Church of Ninos' policies and corruption, leading to them establishing their own church. This led to a war between the two, during this time the 5 nations of Vervand split and supported each side of the conflict bringing prosperity to Vervand. It was during the signing of the treaty for this war in Dreitresan that Vervand established itself as one nation.

1840-2302 SD: Violet Rain

After the renaissance Vervand was hit with a plague named the Violet Rain. While it may have affected some of the areas around Vervand, most cases were concentrated there. Symptoms included, fever, headaches, chills, swollen lymph nodes, and most notably bodily secretions colored a vivid violet.

Also notably during this time strange environmental happenings were noted across Vervand. Some people report unconventionally strong landspouts with wind speeds up to 250 mph. Other parts of Vervand report violet rain, strikingly similar in color to the secretions caused by the disease.

Though mostly localized to Vervand, the effect was far reaching. The worry of infecting others shut down most all exportation of food from Vervand, leaving countries like Arenti and Shinneok with food shortages. The disease also came in waves with the first being in 1840, the second in 2068, and the third and supposedly final in 2302.

2302-Today: Modern Age

Despite never truly existing as its own nation until much later than some of the others, common experiences unite the people of Vervand and allow them to stand strong in the face of future adversity. It didn't take long for them to restabilize after the last wave of the plague, and since then they've entered an era of peace and seem content with keeping what is theirs, theirs.

CULTURE

The population of Vervand is 55% Humans, 35% Elves, 6% Orcs, 3% Dwarves, and 1% Lizard (Mostly Shell-bearers and Semi-aquatic). Vervand has 2 national languages. The first and most common is Saedic (Paroli). The second is Auric (Geleik), the language spoken by the ancient tribes that neared extinction but has been revived in the time since.

There is no standard for wearing shoes inside the house. Instead it is customary to ask the homeowner what they would prefer.

Reborn and Revitalized

Vervand is the capital for art and literature education across Cahyali. While making sure to keep their own culture alive, Vervish schools also prioritize teaching about the cultures of the world, often reaching out for experts of other cultures to come teach at their institutes. Due to the focus on education, 87% of Vervish citizens are literate and they have some of the best educator support on Cahyali. While there is a history of oral storytelling, there's also a heavy emphasis on codifying everything that can be found for future generations.

Vervish cities tend to have a striking variety of architecture. Major cities are structured around a large castle of Shinnean origin but with any Shinnean or Vervish imagery replaced with Dahabi imagery and styles. Many of these large halls have been repurposed as cultural centers filled with markets, performances, and more. From there the buildings surrounding it follow the same idea of Shinnean-inspired, Dahabi-built. The further out from the center one gets, geometric and rigid shapes give way to cylindrical buildings with rounded or conical roofs. This newer building style is termed Neo-Vervish, calling back to the structures of old that have since disappeared.

Ye Songs of Olde

Despite being a cultural education center, not many foreigners stay past their education, instead choosing to go to other nations such as Arenti. The art and music of Vervand is still defined by classic folk instruments, not found anywhere else on Cahyali. Such instruments include bagpipes, bodhrán clarsach, and the crwth. Other more common instruments include the fiddle, various harps, flutes, and whistles. Aside from music other forms of art are popular in Vervand, with the popularity of each varying from district to district.

Religion

Similar to other countries traditional Vervish culture was not completely lost during the Dahabi occupation, however, a lot more of it did disappear during it. As a result Vervish religion is ever changing as it is a meld of 3 religious practices, Vervish druidism, Dahabi worship, and Ninite worship. Though druidic faith has been on the rise as time goes on and more relics of the past are discovered.

Vervish worship of Cahyalic gods focuses on 5 in particular:

- Thoth/Tarus: Thothites are highly valued for their role in uncovering the lost history of tribal Vervand. All major cities have a Thothite archive.
- Arakh/Orus: Patron god of the arts, it's not uncommon for performance centers and studios to be dedicated to Arakh. There is also a heavy association of Orus with The Ochr Arall, a setting common in the myths of druidic enclaves.
- Julius/Osiris: With the druidic belief in nature spirits it's only natural that Julius became popular amongst the Vervish peoples as a way to hold on to their beliefs when such a thing was condemned.
- Vahrun/Neptune: Vahrun is revered not only as a god of the sea but also as a protector. He is believed to hold back the creatures that lurk in the depths of the sea, stopping them from ravaging the lands.
- Anpu/Anubis: In some parts of Vervand the otherworld was believed to also be a world of the dead and so in those parts worship of Anubis is more popular.

There are many different versions of druidic belief, but each can be traced back to the beliefs of one of the original tribes of Vervand.

- Cainteoir Ceo (Can-tore Key-yo) from Oileánach believes that The Ochr Arall is inhabited by the children of an ancient goddess of the land. These children would occasionally cross over through the sea mist to interact with the people and help them cultivate the land. Who or what the children are was rewritten so many times (from disciples of Orus to angels of the Shinnean god) that scholars are unsure of the original context.
- Ràith Seachranaiche (R-eye-th Sh-rach-ah-knee-ear) from Sreapadaireachd believed that throughout the year control over the land transfers to the lord of each season. Furthermore the nature spirits who inhabit the land change with the seasons as well. To them The Ochr Arall is where the spirits who are not in season live. Because of this the Ràith Seachranaiche have a very extensive pantheon.
- Ceiswyr Ieuenctid (Ees-w-uh-r Yay-eh-nk-tid) from Arfordir believes The Ochr Arall to be a place of eternal youth and prosperity. They tell stories of long ago when

the Arfordir came into contact and befriended the people of The Ochr Arall. Furthermore it's believed that the past lords and heroes of the tribe each had the gift of eternal youth with a stipulation. Some could only be killed in certain manners while others had conditions they needed to follow. The Ceiswyr leuenctid seek to establish their connection with The Ochr Arall.

- Lenn Skrivañ from Kompezenn believes that The Ochr Arall is accessed through bodies of water with standing stones around it. It seems their connection with The Ochr Arall was one of mutual benefits. They believed that while nature spirits originate in their world their home is in the otherworld and by opening these gateways it allowed spirits to easily pass through which helped with the continued vitalization of the plains. Their process of creating pools of water and standing stones is believed to be why there are so many empty divots in the ground surrounded by stones left over from the nomadic days.
- Ushtey Bree from Keird. Not much is known about their history as much of it was wiped out and only a few druids exist. What is known is that they were fearful of the water. What little of their mythos that has survived speak of many creatures that lurk within the seas.
- Dyffresyas Hedhva (Dif-reh-sih-yahs Heh-th-vah) of Mordrik. ~~None of these druids exist and the only thing known about them is that~~ their name meant Guardian of the Barrier. With the reappearance of the island of Mordrik in Led of 10081, the druidic practices of this culture have been recovered and scholars are actively working to codify this knowledge. As of right now it is known the name Guardian of the Barrier referred to their ability to traverse the Slumbering Woad safely and would often do so in search of artifacts and knowledge.

Holidays

Many of the Vervish holidays derive from ancient druidic traditions. There are 4 major holidays in Vervand, one at the start of each of the 4 seasons, and each city and town has their own traditions for each of these holidays. For the purposes of briefness the major details have been given their own [document](#). The following section will provide a brief overview of the commonalities in the celebrations. It's also worth mentioning that historically the tribes had various names for these celebrations so as a blanket term they are called the "Festival of [Season]".

Festival of Spring

Festival of Summer

Festival of Autumn

Festival of Winter

Among the various traditions there are a few key aspects shared across the entire country. Most festivities seem to involve a central bonfire lit as the sun sets. From sunset until the fire goes out it's a time of merriment, but when the fire fades it's time to go home, for most traditions outline something bad happening to those who don't make it home. Finally, although some cultures have a stronger idea of spirits and connection to them, the winter festival overall seems to feature otherworldly spirits arriving on this night. Sometimes it's a creature, other places it's the spirit of the dead, no matter the circumstance it's usually something that doesn't belong on or come from this plane.

GOVERNANCE

Vervand is a parliamentary democracy, with each province electing their representative every 5 years. There is no singular leader, all of the country's decisions are made by vote of the council. On years ending in 0 or 5 Arfordir elections take place, followed by the other 4 in alphabetical order. Elections take place in the first month with the elected official taking office on Gorn 25th. Officials may be elected for a maximum of 3 terms. The capital of Vervand is Glendyr.

- Arfordir- Eheubryd Coslett (Elvish Woman)
- Keird- Marion Vause (Human Woman)
- Kompezenn- Izold Seznec (Orcish Male)
- Oileánach - Ealga Ósáin (Predominantly Human Woman)
- Sreapadaireachd - Ruairidh MacIlleSheathanaich (Shaw) (Elvish Man)

Vervand does not have a constantly maintained military, instead it has a voluntary minuteman type set up. Most citizens are trained in some basic form of self defense, and those who volunteer are given more detailed instruction.

Laws

Vervand does have a dedicated police force though it is a glorified government funded security team. Those arrested are brought before a court with a judge and jury.

Following is a non-exhaustive list of some major crimes and their punishments in Vervand:

- Severe mistreatment of individuals (hate crime, domestic abuse, etc.): Remedial classes and fine of up to 500 gc.
- Tax evasion: Incarceration from 1 - 3 years. Payment of missed taxes and 150% of weekly income.
- Theft of property less than 100 gc: Fine equal to the value of the stolen items or 100% of weekly income, and incarceration for up to 5 months if items are not returned.
- Theft of property greater than 100 gc: Fine equal to double the value of the stolen items or 150% of weekly income, and incarceration for up to 1 year if items are not returned.
- Carrying deadly martial weapons without state license: Fine of up to 500 gc.
- Assault and battery: 2 years incarceration. Fine of 10,000 gc or 250% of weekly income.
- Murder and rape: Depending on degree, incarceration for 10 years to life, with parole possible. Fine of 600% of weekly income.
- Treason: Incarceration for life, or exile.

LOCATIONS

Beag Isles

North of the mainland is a group of islands that make up the Oileánach Province. Each of the isles contains at least one settlement with intricate roads of mossy stone leading to the settlement from the sea.

The capital of the province is Paicoire- The Rising Stone City. The island that Paicoire sits upon slopes into a crevice making a giant cauldron that the city is built upon. Paicoire is defined by the verticality of its architecture. Due to the crevice despite preventative measures the streets are still prone to flooding. Because of this and a lack of space to spread out the people built up (and down.) It's rare to find a structure shorter than 100 feet. These buildings are connected via stone bridges running between them, it's common for these buildings to have pathways built through them for easier travel. That being said these buildings are also built into the ground to anchor them so a series of underground passages between them also exists. It's known that one can travel from one side of the city to the other without once touching the ground.

Cadeach Forest

Cadeach forest is a dense forest that runs through the center of Vervand. The city is a beacon for fae and monstrous creatures. That being said many of the magical plants that Vervand is known for grow here, but fetching them is not an easy task.

The capital of Vervand lies on the other side of the Digonedd River. Glendyr- The Realized City is a sprawling city that is a splendid mix of the olden naturalist Vervish architectures found in the 4 of the 5 providence capitals and modern building styles that create a spectacle so grand it's hard to not be in awe. The stone structures of Paicoire, the fires of Oneamh, the lights and electricity usage of Guldiun, and finally the shifting landscape of Dadeni.

Crideann Mountains

Rising from the land the Crideann mountains tower over Vervand and Arenti acting as the border between the two. The mountains are dangerous to traverse by foot, most opting to use the services of a teleporter to reach the cities atop the mountain.

Cities in the mountains include but are not limited to:

- Oneamh- The Earthen Star and the capital of Sreapadaireachd. Throughout the year, every night the streets of the Oneamh are adorned by flames attached to the buildings and on the streets. From the mountain base these lights coming from the town appear like stars in the night sky. The center of the city is the town square with castle-like structures surrounding it and other stone buildings extending out to the four gates where after the buildings have more wood mixed into their architecture.
- Dreitresan- The Tripeak City. Although technically within Vervand's territory, the city is a headquarters for meetings regarding the Oxis alliance. The city is stunning as it's unique combines Arenti, Vervish, and Shinnean architecture. The city is also characterized by 3 flower towers, each tower adorned with one of the flowers of the Oxis.

Digonedd River Delta

Twisting through the lower corner of Vervand, the Digonedd River Delta is a series of channels that carry from the capital to the ocean. The water cut across the land has given way to vibrant wildlife throughout the region. This area also acts as the border for the Arfordir province.

The capital of this area is Dadeni- The Shifting Sea City. Built atop the delta traversing the city is a unique task due to the winding rivers that run through the city. While roads and bridges exist the public transportation of the city revolves around boats and using water magic to shift the flow or cut an opening through the rivers.

The Gàirdean Fada

Quiet and peaceful, the Gàirdean Fada is a lightly forested area generally used as farm land. For some reason all sound here tends to be muted with the paths being so quiet with not even the sounds of nature being heard. This area is the location of the Keird Providence.

The capital of the province is Maendour- The Sleeping City. This city is a bit different having a large mixture of Shinnean and Dahabi architecture as it acted as the capital during Shinnean and Dahabi occupation. This city is where worship of the Cahyalic pantheon is most common, having large temples to the aforementioned Cahyalic gods and smaller ones for the others. The city also has walls along the sea border that were established long before Shinneok came in.

Stoirmeil Bay

The western edge of Vervand is characterized by a bay area constantly barraged by storms, heavy rains, thunder and lightning. Due to this the area is prone to flooding and tends to be rather muddy and difficult to traverse. This area is also populated by many divots in the ground filled with rainwater and surrounded by standing stones. This is the area that makes up the province of Kompezenn.

The capital of Kompezenn is Guldun- The Storm Taming City. Due to the tumultuous circumstance of the surface the city exists underground, though there are many routes to the surface. Many of the standing stones in the area have been modified to be portals into the city. The city itself is powered by the constant storms with lightning rods extending to above the surface and traveling down into the city. The city also has many waterfalls flowing down into it, again due to the constant rain. This all culminates in a city of lights and water features that create beautiful patterns on the cavern above as the light travels through the water. The wetlands above are used as farmland.

BLOOMING AND DREAMING

Blooming

Across the country of Vervand, though most concentrated within the Cadeach Forest, special flowers grow. While the effects of the flowers are wild, the native peoples of the land are experts in identifying them even those that look indistinguishable. One such example is the national flower of Vervand, the Hidden Lily. It is a magic flower that when made into a power and consumed can empower the consumer, but there is a similar flower, the Lily of the Valley, which when consumed will result in near certain death. Many similar magical flowers exist in Vervand, but they are not available year round. Just like how normal flowers bloom and wither with the seasons, so do the magical flowers of Vervand. Each season brings new flowers and new possibilities for the people of Vervand.

As mentioned the druids of the land are experts in the identification and use of the flowers and are able to quickly prepare them for use. This is what makes Vervand a power to be contented with and why attacking and conquering it is no easy feat.

Dreaming

As has been stated within Vervand the boundary between the Dreaming (locally referred to as Ochr Arall) is thin. This boundary has shaped the formation of the country and the

land as the people have had many interactions with the people of Ochr Arall. Though in recent years the interaction has waned close to nothing, the people are hoping to establish their connection to the Ochr Arall. The Druids read over the old documents, research the myths of Vervand, and really just grasp as many threads as they can. That being said, not much is known about the old practices and sources are slim.

MAGICAL PHENOMENA
