



The Shadows of Deep Cloud Village

A visual exploration of lore,
light, and the cosmic war
hidden within the mist.

An Overcast Remnant of the Victorian Era



The Endless Shroud

A permanent canopy of mist and obscurity blocks out all natural sunlight, locking the village in perpetual gloom.

The Watchers

Gargoyles stare down from every roofline, acting as silent sentinels over the medieval cobblestone.

The Architecture

Decaying Victorian Gothic facades lined with black rain gutters and moldy exteriors.

The Ecosystem of the Streets



Because the mist obscures the sun, these lanterns burn day and night to keep the creeping shadows at bay.

ATMOSPHERIC ANOMALY

When the foghorn echoes and the rain stops, blood appears to drip from the tall lanterns before the thick mist returns.

The Anatomy of a Curse



1. The Purge

Villagers burn outcasts at the stake, leaving them tied up on the streets like barbecue torches.

2. The Retaliation









A powerful witch on the peak of Fog Mountain uses bones to enact a devastating blood curse upon the town.

3. The Permanent Night

A lightning-filled black cloud of grotesque faces is summoned, permanently shrouding Deep Cloud Village in darkness.

Two Realms Under One Roof

Environmental Hazard: Upstairs neighbor 'Bones' bangs on the walls at midnight, shaking plaster from the ceiling upon both rooms.

<p>The Resident</p>	 <p>Suffers from schizophrenia, tormented by hallucinations and the voice of the Creator.</p>	 <p>A stalker and "soul stealer".</p>
<p>The Clock</p>	 <p>Beautiful white grandfather clock with a rose pattern. Wakes him pleasantly at 7:00 AM.</p>	 <p>Disgusting black clock oozing green pus. Chimes a creepy "diiiing doooong" at midnight, inducing horrific nightmares.</p>
<p>Midnight Activity</p>	 <p>Bolted inside his room with moldy black wallpaper, quietly praying.</p>	 <p>Levitating out of the house into the rain to hunt humans and animals.</p>
<p>The Artifacts</p>	 <p>A black umbrella bearing a white cross.</p>	 <p>Cracked Victorian mirror cabinet used to store the skulls of hunted victims as trophies.</p>

The Midnight Pilgrimage

Prompted by the gentle voice of the Creator, Toivo must wait for Merchant to levitate away on a hunt before braving the cursed streets to seek sanctuary.

The Escape:

Slipping out the window and climbing down a slippery black rain gutter, armed with the white-cross umbrella.

The Streets:

Navigating the wet cobblestone, actively avoiding the strange shadowy creatures that lurk just beyond the lantern light.

The Destination:

Arriving safely at the yard of House Number 7 on Street Number 8.



Temple 7: The Hidden Sanctuary

The Hall:

A massive, dim sanctuary filled with rows of heavy, hand-carved wooden pews.

The Altar:

A towering wooden cross behind an altar decorated heavily with stark black roses and brightly burning white candles.

The Windows:

Beautiful stained glass illuminated by the flicker of blue candles. The central pane depicts Samson tearing a lion apart.

The Altar:

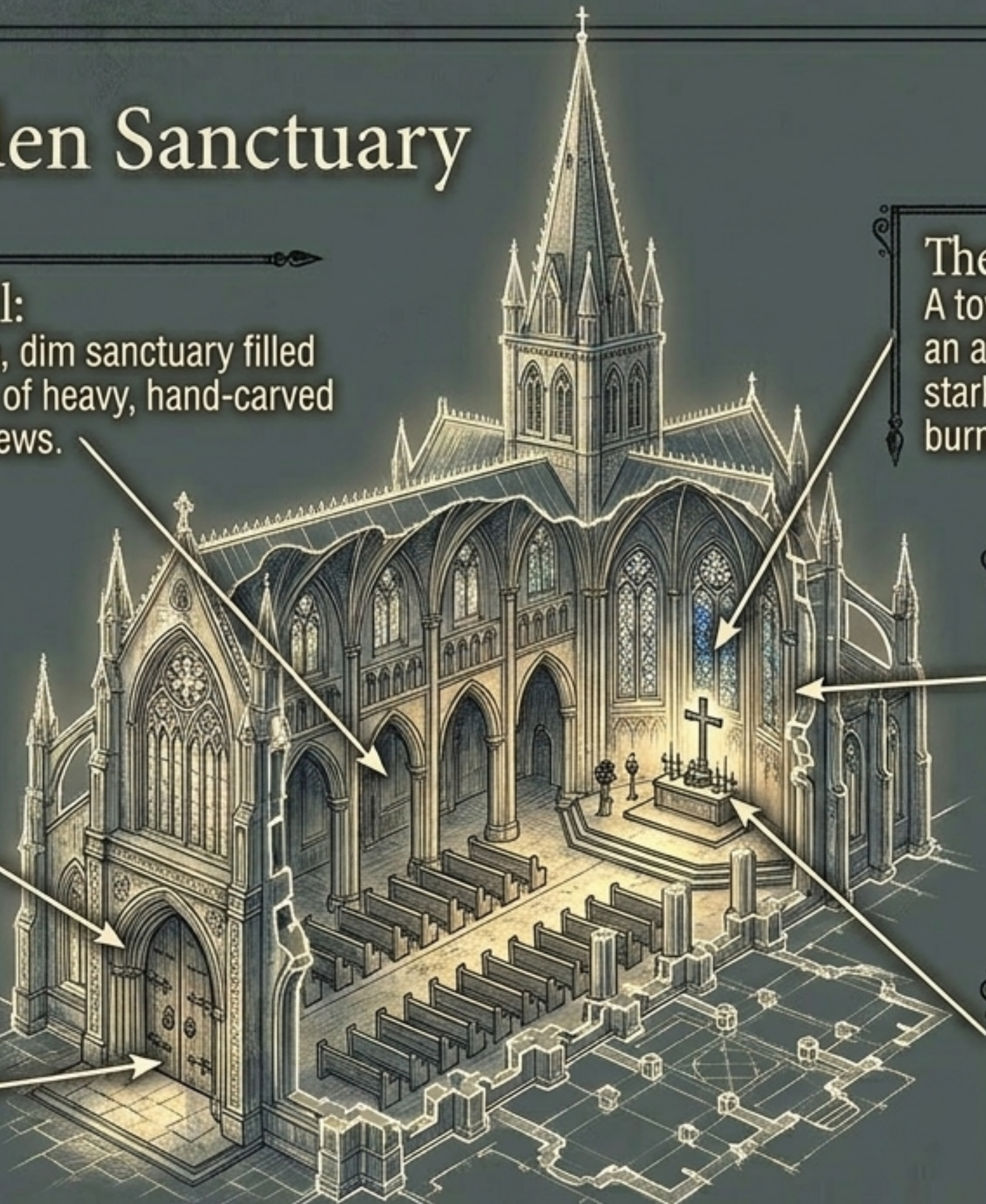
A towering wooden cross an altar decorated heavily with stark black roses and brightly burning white candles.

The Archway:

A grand entrance frame completely covered in etched Koine Greek writings of the word of God.

The Entrance:

A bronze, hand-shaped knocker affixed to a heavy oak door.



The Whitehearts (Valkeasydän)



The Code

Congregants arriving at Temple 7 greet each other with the secret password whiteheart (valkeasydän).

The Mission

In a village permanently shrouded by a witch's curse, this hidden congregation acts as a literal and spiritual torch, keeping the flame of hope alive in the pitch-black.

The Anchor

For Toivo, his connection to Hanna—and the memory of their sunlit wedding aboard a majestic ship under an arch of multicolored roses—serves as his emotional tether against the madness of the village.

The Pearl Activation Model

A single touch bridges the gloomy Victorian reality to two vastly different cosmic extremes. The destination is determined by the nature of the pearl and the arrangement of the candles.



Path A (Merchant's Ritual):
Transports user to the dark peaks of Fog Mountain.

6 Black Candles
+
Black Snake-Patterned Table
+
Black Pearl

The Catalyst:
Physical contact with a Pearl acts as a temporal/spatial portal.



7 White Candles
+
Brown Victorian Table
+
White Pearl



Path B (Toivo's Ritual):
Transports user to the Vibrant Meadow.

The Vault of Fog Mountain

The Entity

The Witch of Fog Mountain appears in a moth-eaten black wedding dress crawling with maggots, her face concealed by a melancholic red mask.

The Transaction

Merchant arrives at the summit temple with a heavy sack of stolen souls, laughing as he offers his bounties to the cursed Witch.

The Consumption

The trapped spirits are sucked directly from Merchant's sack into the Witch's red mask like a dense mist, accompanied by the muffled screams and cries of terror from the harvested souls.



The Vibrant Meadow



The Awakening

Triggered by touching the white pearl amidst thunderstorms in the real world, Toivo instantly awakens in a realm of pure sensory beauty.

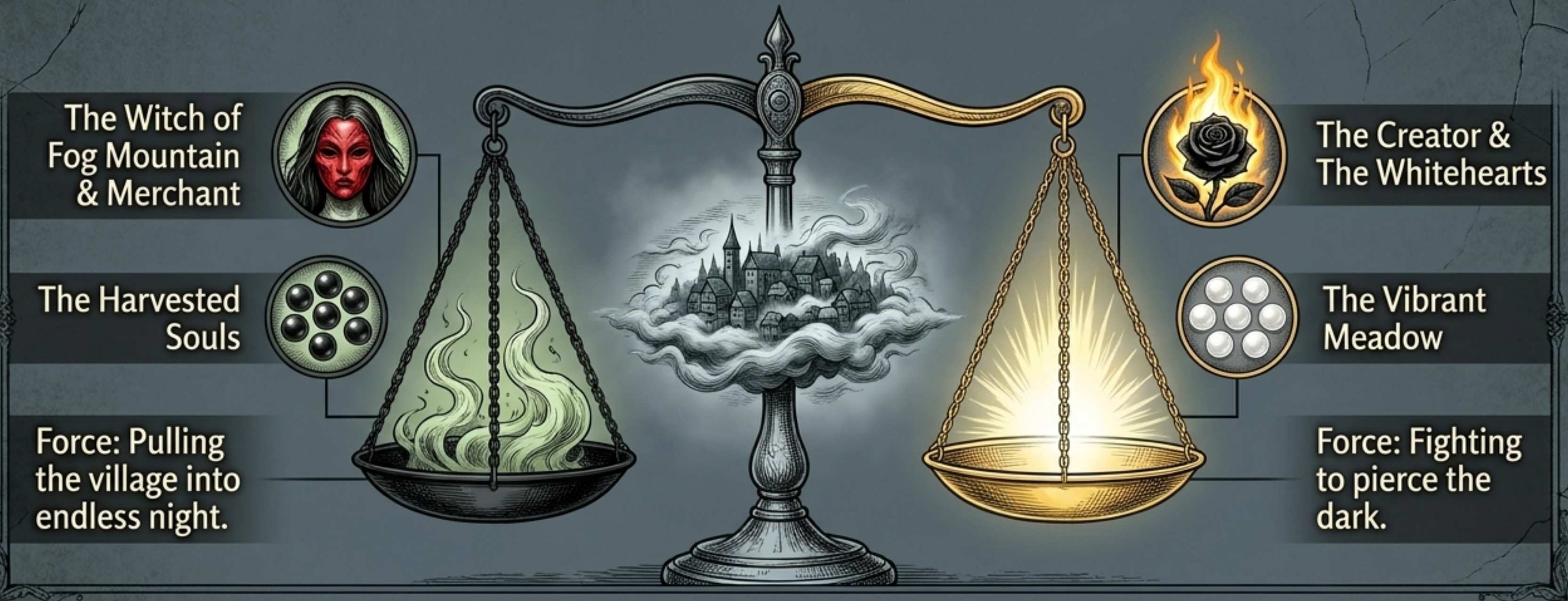
The Atmosphere

The air is thick with the deep fragrance of roses and the singing of birds—described as the most beautiful sound a soul could ever hear.

The Contrast

A realm of total purity and light, offering a stark, heavenly escape from the schizophrenic terror and physical rot of Deep Cloud Village.

The Cosmic Tug-of-War



Deep Cloud Village is not merely a haunted Victorian town—it is ground zero for a spiritual war. Toivo and Merchant are not just roommates; they are active combatants representing the two cosmic extremes fighting for the soul of the realm.