



DEEP CLOUD VILLAGE

A Gothic Fantasy World Bible & Concept Pitch



THE CURSED REALITY

An eternal night of gargoyles, soul-stealing, and malevolent creatures lurking in the mist.

THE STRUGGLE FOR THE SOUL

Two roommates manipulate reality using magical artifacts, bound by a deeply corrupted world.

THE LUCID DIVINE

Pure portals, angelic visions, and secret sanctuaries lit by the flame of hope.

Deep Cloud Village is a cursed Victorian settlement trapped in eternal darkness. Here, the ultimate battle is Hope versus Despair.



Phase 3: The Eternal Gloom

A lightning-filled black cloud of grotesque faces permanently seals the village. Sunlight is banished, shrouding the town in unending darkness and mist.



Phase 2: The Retribution

A witch atop Fog Mountain exacts vengeance, casting a devastating dark magic curse using bones.



Phase 1: The Sins of the Past

Historical atrocities where villagers burned victims at the stake, leaving them tied up on the streets to burn like barbecue torches.

The village's horrific present is not an accident; it is the direct, physical manifestation of its historical atrocities.

The Architecture of Deep Cloud



The Cobblestone Streets

Medieval pathways patrolled by shadowy, strange creatures. Navigating them requires moving quietly and using the rain gutters.



The Gloomy Lanterns

Tall pillars topped with a black rose holding a burning flame. Lit daily by a bony, black-robed creature on a black horse. During foghorns, they appear to drip blood.

The Apartments

Gargoyle-topped roofs. Haunted by "Bones"—an upstairs neighbor who bangs on the walls at midnight so violently that plaster falls onto the moldy black wallpaper below.

Toivo

The Inhabitants

Guided by the gentle voice of the Creator; armed with a black umbrella bearing a white cross. Tormented by schizophrenia and hallucinations.

The Artifact of Time

A beautiful white grandfather clock with a rose pattern. Wakes him pleasantly at 7:00 AM.

The Focus / Trophies

Memories of a beautiful shipboard wedding to Hanna under an arch of multicolored roses.

Merchant

A stalker and "soul stealer" who hunts people and animals. Levitates out of the house into the midnight rain.

A disgusting black clock oozing green pus. Strikes at midnight with a horrific diing doooong, triggering nightmares.

The skulls of hunted victims, stored proudly in a cracked Victorian mirror cabinet.

Building 7 & The Whitehearts

The Location

Building 7 on Street Number 8. Church-like archway inscribed with Koine Greek. Accessed via a bronze hand-shaped knocker.

The Resistance

The "Whitehearts" (valkeasydän). They serve as the only torch of hope in the pitch-black village, utilizing a secret code name.



The Sanctuary

Massive dim church hall lit by blue candles. Carved pews, a wooden cross, and an altar decorated with burning white candles and black roses.

The Anchor

Hanna waits here by the altar, wearing a gold ring bearing a single white pearl.

Toivo's Focus



1. Meditation

The user sits in a patterned rocking chair to initiate a lucid dream.



2. Catalyst

Touching a pearl triggers an instantaneous, bright flash of lightning.

Merchant's Focus



3. Transportation

The user is instantly pulled through time and space.

The Moral Mirrors

The pearls do not merely act as coordinates for time travel; their destinations are dictated entirely by the internal state of the user (Hope vs. Malice).

The Singing Meadow

Toivo awakens in a vibrant meadow of multicolored flowers and green oaks. Scent of roses. In the sky above, golden chariots are pulled by white horses.

Two men occupying the same cursed space access entirely different realities—

proving that in Deep Cloud Village, destiny is a manifestation of the soul.

Diverging Destinies Flowchart

The Flash
of Lightning

The Fog Mountain Temple

Merchant arrives in a dark vault of hanging mummy figures. He trades screaming souls into the melancholic red mask of a levitating witch wearing a maggot-infested wedding dress.