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MYTHOLOGICAL FANTASY

Premium THE CURSE OF CREATION Series

Every act of creation costs something.
Eventually, it costs everything.

Created by
Tetyana & Patrick Boëdec

Developed by
Monolith Production

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THE CURSE OF CREATION

LOGLINE

The Curse of Creation is somber, tragic, and deeply moral. The series treats magic not as wonder, but as consequence. Every miracle leaves a scar, and every solution deepens the problem.

The tone sits between the tragic fatalism of **Rome**, the mythological gravity of **Troy**, and the philosophical fantasy of **Dark**. Like *Dark*, causality is inescapable; like ancient tragedy, knowledge does not grant salvation.

Dialogue is restrained and weighted. Characters speak knowing that every choice reshapes the world in ways they cannot fully see.

FORMAT

Mythological Fantasy / Epic Drama
Serialized series
Season 1: **10 episodes**
Episode length: **45–55 minutes**
Language: English
Target: International / US premium platforms

TONE & DNA

The Curse of Creation is somber, epic, and deeply tragic. The series treats magic not as wonder, but as consequence. Every act of creation leaves visible scars on the world, and every miracle accelerates decay elsewhere. Progress feels heroic — until its cost is revealed.

The tone aligns with the mythological fatalism of **Troy**, the raw, wandering brutality of **Conan the Barbarian**, and the quest-driven mysticism of **The Scorpion King**. Like these epics, the world is harsh, the gods are distant or broken, and heroes advance not toward salvation, but toward truth.

Dialogue is sparse and weighted. Characters speak as warriors, priests, and survivors who understand that every choice reshapes the land — and that creation itself may be the greatest sin.

VISION

The Curse of Creation is a mythological saga about a world that has progressed itself into ruin. As lands collapse and miracles accelerate decay, heroes set out to confront the gods — only to discover that divinity has no solution left to offer. The series explores a tragic idea: creation was never salvation, only delay.

This is not a story about saving the world.
It is a story about understanding why it cannot be saved.

CORE MYTHOLOGY

Magic operates through equivalence. Nothing is created from nothing. Every act of creation draws its cost from another place, another life, another balance. For centuries, this cost remained invisible — distant, delayed, or misattributed.

As creation accelerates, the hidden destruction becomes impossible to ignore. Lands collapse without cause. Species vanish. Sacred places decay. The world begins to understand that it is not cursed by misuse, but by use itself.

Gods, once thought to govern creation, are revealed to be bound by the same law.

SERIES DYNAMICS

Each episode focuses on a different manifestation of the curse:

- a city that prospers while a region dies
- miraculous healing followed by unexplained plagues
- technological or magical breakthroughs triggering ecological collapse
- gods and rulers competing to externalize the cost of creation

Characters include mages, builders, rulers, priests, and witnesses who begin to map the true price of progress. Some seek to halt creation entirely. Others race to create before nothing remains to sacrifice.

Creation becomes a moral weapon.
Refusal becomes rebellion.

SEASON 1 — NARRATIVE ARC

Season 1 follows a doomed quest toward the gods:

- Signs of unexplained decay spread across the world
- A pattern links miracles to distant destruction
- A forbidden truth emerges: creation is the cause
- A group forms to confront the gods directly
- The journey crosses ruined cities and abandoned temples
- Evidence shows the gods have withdrawn or failed
- Survivors discover gods bound by the same curse
- A god confesses the origin of the law
- A final attempt to break the balance backfires
- Revelation: ending creation may destroy what remains of humanity

WHY THIS SERIES / WHY NOW

In an age obsessed with growth, innovation, and progress at any cost, *The Curse of Creation* resonates as a mythological mirror of contemporary anxiety. Climate collapse, resource depletion, and invisible externalities echo the series' central rule: every gain is paid for somewhere else. By embedding this logic into fantasy itself, the series transforms magic into a moral reckoning.

It is not a fantasy about power.
It is a fantasy about **limits**.