

6 levels total: not including tutorial

More will be added as the protagonist and the mythical creature personalities and general character develops over the course of 2 months

Level 1: Street Rat

Theme: Your parents have an accident that is caused by the monarchy. They were on business when their carriage “fell” off a bridge. The government stops them and sucks the power out of raziel and discards the pocket watch into the river, and then pushes them off of the bridge. Walking home from work, Farro spots the pocket watch in the river and picks it up because it has his family crest on it. He meets raziel and then 4 years go by. He has a plan to crash a train with a government shipment on it. He places explosives on the track to try to blow up the wheels but accidentally does too much and the train is launched towards the house. After the train crashes into the apartment building, government hired goons spill out of the train cars. They are mostly unharmed. You walk along the train tracks and get chased into the slums by the goons. He runs through the slums until he falls into an open manhole, floats in the air, looks at the camera, gulps, falls down but his hat doesn't come with him, so his arm stretches up to grab it. You're hobbling through the sewers

Level 2: Hit the Sky

Theme: Edward brought you to his apartment to rest up but then he tells the main character that a base of the goons is nearby. The area of the apartments isn't worn down or bad but more of an off street and still shady. But to run across the rooftops you need a distraction but just then you hear loud noise of people cheating as a rooftop party happens and spotlights of multiple colors shine, a DJ party is happening, character crossed the rooftop doing typical game things you find the goons building and defeat the boss there and collect an essence of some kind that powers up the creature then Edward greets you again and informs you of a second place housing a similar essence, so you head off.

Level 3: Crop Field

Theme: After arriving via car the road splits 2 ways, you take one Edward takes the other to flank them both ways, you traverse the farm and fields while doing typical game things and see Edward in the distance fighting as well sometimes. After going through the fields you head into the woods for a bit and see a building, Edward takes the top and you take the bottom, main character does game things and when inside you see the big bad but he presses a button sealing Edwards way in so now it's a 1v1 one, character wins and you get another essence as well as info on another place with essence, but before you can head there you get captured.

Level 4: Prison Break

Theme: You wake up in a dirty, rat infested prison with moonlight beaming through the barred window.