

Dream Now

Witching Hour

Overview:

In the Witching Hour, an Evil Wizard has taken control of both the reality and illusory realms. It is up to you, the Mage of Ridicule, to defeat the wizard and his magical army before they send both realms into the abyss of time, destroying everything.

Objective:

Navigate through puzzles and battles while switching between incandescent dreams and wretched reality. Use experience and items gained to prepare you to confront evil in the final battle for time and existence.

Location:

Discover a contrast of landscape as past and future collide with rustic forests and Futuristic architecture. You'll encounter areas containing grotesque creatures, luminous time rifts, whispering groves, and glistening automata.



Features:

- * Switch between Reality and Illusory Realms
- * Cast Fire, Wind, Air, and Water Magics
- * Solve complex puzzles
- * Enemies: Skeletons, Golumns, Automata, and the Evil Wizard
- * A $\frac{3}{4}$ top-down camera angle
- * Power-ups and collectables

Genre: Action-Adventure

Sleep Later

