# Narrative

The player’s soul is reborn, but they have lost all their memories of the past. The players find themselves in an unknown dark world.

This world is called Chaos, filled with creatures with no memories of their past selves. They crave to regain their memories so they can be reborn again. Chaos is a world that exists between Life and Death, and the only way out is to remember your past self and obtain a fully formed physical body that can hold your soul and memories (Husk).

A mysterious entity called “The Handler” offers to return all your memories and give you a new physical body in exchange for a favour.

So, the players are tasked with climbing up the tower in search of the books of Phantasma. Restore all the books of Phantasma and regain your memories so you can join the cycle of rebirth and escape this place. Different deities and demons try to sway you on your way by offering different gifts and relics, but be wise as everything comes at a cost here.

The Handler’s job is managing and sorting the souls in this place. He gives a trial to all of the new souls that end up here, but only the worthy may join a new cycle of rebirth, while the unworthy are forever bound to wander this place, craving to find their memories of the past.

The Handler offers you a quiz to determine the shape and skill of your new Husk. (cat/dragon/elf, etc. and class knight/mage/rogue, etc. Some classes are hidden and can be obtained by completing a specific task.)