Story concept:

3 gods are trying to defeat a lich/necromancer, to achieve this, they select a random villager and imbue him/her with magical powers. This random villager is the player character.

Upon each death, the player’s villager dies, and the player is transported to the nearest village and may choose a random villager from that village to ‘inhabit’ next, making that villager the new hero.

The dead hero becomes an undead demi-boss inhabiting the level where he died and possessing all the upgrades/powers he died with. To reclaim the upgrades from his/her previous life, the player must enter the dungeon/level and defeat the undead ex-hero.

The player *can* enter the final boss dungeon right at the start (and indeed at any point thereafter), but they will do so without any upgrades, and the final dungeon is crazy hard.

Besides the final dungeon, there are several side dungeons occupied by the lich’s sub-ordinates that the player may choose to take on for the purpose of acquiring upgrades to make the final dungeon easier/possible.

Every completed dungeon/level, the player’s power level goes up, all remaining levels become harder, and new difficulties/challenges become available.