

General

- [Roadmap 2025](#)

Roadmap 2025

Roadmap 2025

Player Death

Death is now part of progression!
Respawn, adapt, and push further

New Scenes

Six new locations to explore,
expanding Act 1's world and challenges

Randomized Rewards

Complete objectives, choose your path,
and claim your reward before advancing

Permanent Upgrades

Unlock new abilities like extra dash charges,
death defiance, and power rerolls

Weapon Upgrades

Wield, master, and evolve weapons!
Unlock blueprints, gain unique powers,
and empower your arsenal

Combat Overhaul

Refined mechanics for a smoother,
more impactful combat experience

Story & Dialogue System

Bringing narrative depth
with interactive dialogues
and story-driven events

Boss Fights

Face powerful foes!
Three intense boss encounters
are planned for Act 1

Saving & Progression

Keep track of your progress
(and reset it when testing new features)

Affixes System

Introduce challenge modifiers
for unique playstyles
(used later for endgame difficulty tuning)

New Weapon: Two-Handed Axe

A new combat style enters the battlefield!
Heavy, devastating swings with brutal execution