

Path from 0.19 to 1.0

Voiceover for Violet Pepper [done in 0.20]
New ending tied to Violet Pepper [done in 0.20]
Lady Aveline - new NPC + voice over [done in 0.20]
Abysm deeper levels - more variety in enemies [partially done in 0.20]
Show enemy details on 'L'ook [done in 0.20]
Brokbrog miniquest
Abysm deeper levels - 2 new bosses
NG+ more differences from NG
Endings more polished
New trailer
Updated Steam page

Stretch goals

unique items more variety [done in 0.20]
Eerie tunnels more variety
Wizard mode
Obsidian mine rework
Bottle knight miniquest+voice over
A little more variety in Marsh of Corsydd
Expanded game statistics - e.g. most used weapon, most common cause of death, etc
Minor overworld map rework
~20 new affixes
~20 new minibosses
even more enemy types in Abysm
~50 new rings/amulets
Flavor texts for all items+rework some existing
Flavor texts for all enemies
Abysm deeper levels - more variety in map generation