Stairway to HELL

1. You go down deeper in hell, starting from area full of noob imps, then more advanced imps, then pitlords, demons, devils etc…

Make it feel good to hit monster with arrow then it splits and fractures etc.

You are crafting 1 item each run with currency you find on floors

You keep that item if you win or escape (town portal or?)

You lose that item if you die

You can store the items in your stash in hideout

You can wear multiple items when going for run

You lose all items equipped on death

Hardcore characters lose character and items on death

Mediumcore characters don’t lose character, only items

Softcore mode you don’t lose items on death or character  
  
One character that can play any class

6/11/2024: When leveling up, open forge menu with 3 options – Fire, Cold, Lightning. These elements have different modifiers. For example, Fire element can roll between fire damage over time, Fire damage, fire shield, fire dash, fire nova. Ice would have flat ice damage, freeze chance, chill effect, and so on…

When yo