



## TEC – Milestones, Choices, and Endgame

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### Zero Choice (Level 1)

Definition: The 'non-choice'—the game randomly assigns gender (Male or Female). This determines the roster of heroes available at the First Choice (only heroes of the assigned gender). If the player dislikes the roster, the only option is to restart.

### First Choice (Level 7)

Definition: The first true choice. The player selects a faction (Light or Darkness) and a God from that side. This choice defines the initial identity, narrative path, and passive tree foundation.

### Second Choice (Level 73)

Definition: The great fork of Redemption or Corruption. Mechanics: The player equips the Charm of Redemption/Corruption, which accumulates experience. Once filled:

1. Stay Loyal – the Charm evolves into a unique relic, granting strong immediate power.
2. Change Faction – the Charm is destroyed, the hero is reset to Level 33, the first passive tree is frozen, and progression restarts in the opposite faction's tree.

Impact: Loyalty grants short-term strength and fast progression. Faction change grants a longer, harder journey but with greater scaling and flexibility.

### Third Choice – Fair Choice (Level 73, Conditional)

Definition: The return to the Origin.

Requirement: Only available if the player performed the Second Choice by changing faction.

The player receives the Charm of Origins, equippable only in this case. Mechanics: The

Charm of Origins gathers experience. Once filled:

1. Return to Origins – the hero is reset to Level 33, resuming the previously frozen tree, and climbs again up to Level 99,99, combining both factions.

2. Stay Loyal – for the first time, the hero may remain loyal, the Charm evolves into a supreme relic, and the build merges hybrid nodes with immense Charm power.

Outcome: Returners gain mastery of both factions with long-term potential. Loyal Hybrids gain powerful immediate Charm-based bonuses but a shorter growth path.

### The Endless Choice – Level 99 Mechanic

In The Endless Choice, heroes can never reach level 100. Instead, progression halts at level 99. Once a hero fills the experience bar at level 99, the bar resets, granting permanent attribute bonuses. This cycle repeats infinitely, symbolizing the asymptote of perfection: the hero can grow endlessly, but ultimate completion remains unattainable.

### Endgame Unlocks

Level	Unlock	Notes
30	Shared faction map	Only intra-faction (Light with Light; Dark with Dark)
31	Endless Towers	Tower of Ascension / Tower of Descension
32	Raids & Dungeons	Faction-exclusive activities with distinct gameplay
33	PvP	Intra-faction always; inter-faction weekly (120 to 1 ratio)

## Special Events

Annual Tournament:

- Occurs at the end of the Season of Darkness (12 months) and every 4 Seasons of Light (3 months each).
- Champions of Weekly Battles fight to determine which faction dominates the next season.
- The victorious faction gains a global seasonal bonus.

Launch Event:

- The first Dark player to redeem and restore all 3 Dark heroes becomes the Supreme God of Darkness.
- The first Light player to corrupt and restore all 21 Light heroes becomes the Supreme God of Light.