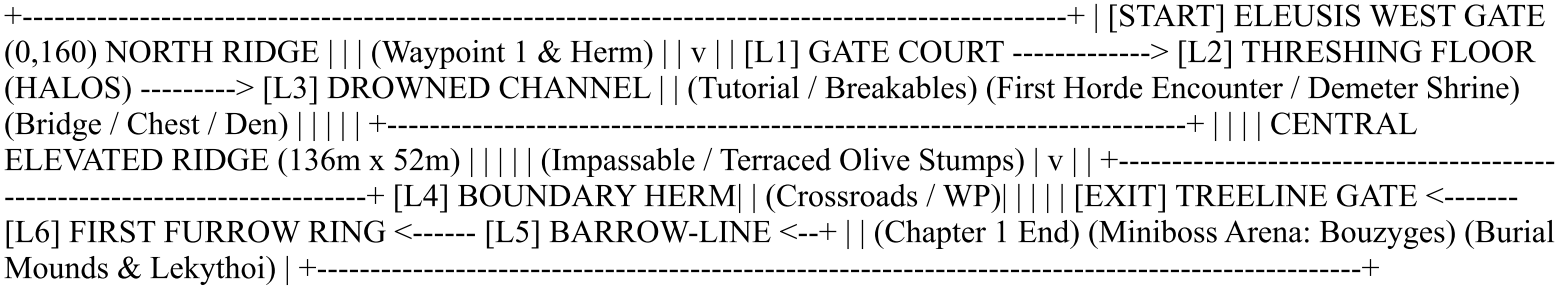
Embers of Olympus

Zone A: The Rarian Plain — Level & Visual Redesign Brief
Target Window: 447–406 BC (Periclean Attica)
Engine: Unity 6 URP (Top-Down ARPG)
Author: Lead Level & Historical Designer
Executive Vision & Historical Anchor
Zone A establishes the melancholic, sacred atmosphere of *Embers of Olympus*. Set during the Peloponnesian War (specifically reflecting the Spartan devastation of Attica under Archidamus II and the subsequent Athenian plague), the Rarian Plain is not a realm of high fantasy ruin, but of **unattended agrarian sanctity**. Every prop, structure, and creature strictly adheres to 5th-century BC Attic archeology.

1. Top-Down Spatial Layout & Route Architecture

The plain spans 250m × 180m, constrained by dry-stone terraced hills and a central ridge (136m × 52m). The layout enforces an intuitive U-shaped traversal that naturally guides the player through tutorial mechanics, pack encounters, resting waypoints, and the final miniboss climax.



North Arc: The Living Plain (L1–L3)
Focuses on tutorial combat, open barley fields, agricultural machinery, and irrigation water features. Teaches basic movement, primary target skills, and destructibles.
South Arc: The Sacred Dead (L4–L6)
Transitions into dense shade encounters, ancestral burial mounds, ritual offerings, and the boss arena. Introduces multi-enemy shield walls and elite spectral summons.

2. Detailed Landmark Spatial Concepts

Each landmark acts as a visual anchor visible from high isometric camera angles (~55° pitch). Distinct silhouettes and local lighting cues ensure navigation clarity without modern UI clutter.

Landmark 1: The Eleusis West Gate Court

- **Dimensions:** 25m × 20m paved court.
- **Architecture:** Fieldstone city wall with a lintel Doric portal (3.5m wide wooden double door).
- **Key Features:** Waypoint stone pad, squared Herm of Hermes, small stone *hekatation* shrine with double bronze braziers (2200K amber glow).

Landmark 2: The Threshing Floor (Halos)

- **Dimensions:** Circular floor, 18m diameter.
- **Architecture:** Radial fieldstone paving raised 0.3m, surrounded by low dry-stone walling.
- **Key Features:** Central wooden winnowing post, wooden threshing sledge (*tribulum*), stone altar of Triptolemos.



Figure 2.1: Isometric concept design of the West Gate entrance court with Doric portal, Herm, Hekate shrine, and guard hoplite in period panoply.

Landmark 3: The Drowned Channel

- **Architecture:** Cut limestone channel banks with mud deposits; narrow wooden plank bridge (3m wide).
- **Gameplay Role:** Chokepoint combat; side-path entry to optional "Thing in the Well" cellar den.

Landmark 4: Boundary Herm Crossroads

- **Architecture:** Stone Pyrgos (farm watchtower) in mudbrick on stone footings behind a massive Hermaion mound.
- **Gameplay Role:** Mid-zone safe rest point, loot drop junction, narrative checkpoint.

3. The Threshing Floor & Agricultural Architecture



Figure 3.1: Top-down view of the Threshing Floor (Halos), showing winnowing fans, threshing sledge, stone altar, and dry-stone boundary terraces under dusk light.

The northern route emphasizes agricultural functionality before the devastation of war. The circular *halos* provides an expansive combat circle optimized for early-game mob gathering and AoE targeted abilities.

4. Engine-Ready Master Prop List (Excerpt)

Prop Name	Footprint / Size (m)	Materials & Textures	Color Palette (Hex)	Placement
Attic Square Herm	0.4 × 0.4 × 1.6m	Pentelic Marble, weathered	#D3D1C7 (Grey-white)	Gate Court, Crossroads
Pithos (Storage Jar)	1.1d × 1.5m high	Coarse Terracotta Clay	#A65D37 (Burnt Ochre)	Farmhouses, Gates
Threshing Sledge (Tribulum)	1.2 × 2.0 × 0.2m	Oak Timber, Flint inserts	#5C4033 (Dark Wood)	Threshing Floor
Bronze Tripod Brazier	0.8d × 1.2m high	Cast Bronze, Verdigris patina	#4A7C59 / #3A3B3C	Shrines, Waypoints
Dry-Stone Field Boundary	1.0w × 1.2h (Modular)	Uncut Fieldstone / Limestone	#78716C (Warm Grey)	Field divides, Terraces
White-Ground Lekythos	0.15d × 0.45m high	Polished Ceramic, slip paint	#F8FAFC / #0F172A	Grave bases, Shrines

5. The Barrow-Line & Spectral Enemy Archetypes



Figure 5.1: The Barrow-line along the southern road showing earthen tumuli, marble stelai, white-ground lekythoi offerings, and emerging hoplite shades.

As players reach the southern leg of the U-route, the atmosphere shifts toward ancient funerary rites. Earth burial mounds (*tymboi*) line the road, where unburied shades rise due to unperformed funeral rituals during the plague.

1. Unburied Hoplite Shade (Melee Frontliner)
Visual Design: Pale, translucent shade in battle-damaged gear: Corinthian/Chalcidian helmet, *linothorax*, round *aspis* shield, and bronze greaves. Wields a 2.5m *doru* spear with bronze butt-spike.
Combat Role: Interlocking shield wall (phalanx behavior).
2. Eidolon (Ranged Spectral Caster)
Visual Design: Ethereal, faint human outline wrapped in a white linen burial shroud (Homer, Odyssey 24).
Combat Role: Max-range caster, launching slowing spectral blasts.

6. Miniboss Encounter: The First Furrow



Figure 6.1: Sunken ring arena of the First Furrow featuring Bouzyges with his ox-goad and sacred wooden plough, surrounded by unburied hoplite shade summons.

The climax of Chapter 1 occurs at the First Furrow. Bouzyges, the legendary first ploughman, has risen as an accursed shade leading the unburied souls of the plain.

Bouzyges the Accursed — Arena & Phase Breakdown

- **Arena Footprint:** 22m diameter sunken earthen circle bounded by fieldstone walls, lit by dual heavy bronze tripods.
- **Phase 1 (100%–50% HP):** Frontal cleave attacks using his bronze-tipped ox-goad (*kentron*) and heavy wooden ploughshare.
- **Phase 2 (50%–0% HP):** Drives spectral oxen across the arena floor, summoning waves of unburied hoplite shades from the furrow graves.

Embers of Olympus — Zone A Redesign Brief Page 5

7. Period Anachronism Audit & Source Corrections

The following elements identified in the current game blockout and concept renders violate the 447–406 BC target window and must be corrected before final asset sign-off.

Current Element	Historical Error	Correct 5th Century BC Replacement	Primary Source Citation
Medieval Castle Battlements	Crenellated parapets did not exist in classical Attic town walls.	Flat mudbrick upper walls on ashlar stone bases with wooden hoarding.	Thucydides 2.13; Xenophon *Hellenica*
Transverse Red Helmet Plumes	Transverse crests on helmets are distinctively Roman Centurion forms.	High longitudinal horsehair crests mounted on Corinthian/Chalcidian helmets.	Attic Red-Figure Vases (Boardman 1989)
Wooden Barrels & Craters	Staved wooden barrels were a Celtic/Gallic invention, unknown to 5th C. Attica.	Large terracotta *pithoi* and clay *amphorae* set in earth ring bases.	Sparkes & Talcott (1970)
Roman Corinthian Capitals	Acanthus leaf Corinthian capitals were not used in monumental Attic architecture in 430 BC.	Plain, majestic Doric capitals or early Ionic capitals (as on the Erechtheion).	Pausanias 1.38; Robertson (1945)
Gibberish / Latin Inscriptions	Modern placeholder text breaks immersion and historical authenticity.	Archaic Attic Alphabet inscriptions (using **E, A, B, Δ, H** before 403 BC reform).	IG I³ 386/387 (Meiggs & Lewis 1988)
Skeleton Warriors	Greek dead were understood as underworld shades/shadows (*skiai*), not reanimated bones.	Pale, shroud-wrapped or armor-clad *eidola* with translucent ethereal shaders.	Homer *Odyssey* Book 11; Burkert (1985)

Academic & Archaeological References

1. Homer. *Odyssey*, Book 24 (The Shades of the Suitors). Translation by A.T. Murray.
2. Boardman, J. (1989). *Athenian Red Figure Vases: The Classical Period*. Thames & Hudson.

3. Meiggs, R., & Lewis, D. (1988). *A Selection of Greek Historical Inscriptions to the End of the Fifth Century BC*. Oxford University Press.
4. Thucydides. *History of the Peloponnesian War*, Books 2.19 (Archidamus' invasion) & 2.47-54 (Plague of Athens).
5. Pausanias. *Description of Greece*, Book 1.38 (The Rarian Plain & Altar of Triptolemos).

8. Strategic Design Recommendations

Q1: Environment & Lighting Palette

Storm Sky over Golden Barley: A dramatic lighting split featuring a heavy dark teal/slate storm sky overhead casting moody shadows, contrasted against golden burnt barley fields illuminated by warm amber torch fires (2200K) and silver moonlight breaks.

Q2: Showing Peloponnesian War Ravaging

Subdued Historical Traces: Adhere strictly to "nothing is ruined, only unattended". Depict Spartan devastation via **cut olive tree stumps** (Thucydides 2.19), abandoned wooden ploughs in mid-furrow, and emergency grave mounds with hastily placed *lekythoi* jars.

Q3: Proerosia Ritual Integration

Sacred Pre-Ploughing Altar: Place a dedicated sacrificial stone altar decorated with dried grain garlands and terracotta piglet figurines at the Threshing Floor. Interacting with it grants *"Demeter's Favor"* (+10% holy damage against unburied shades).

Final Design Sign-off
By embedding concept artwork directly alongside technical specifications and historical corrections, Zone A (The Rarian Plain) provides a complete blueprint for environment artists and level designers working in Unity 6.