

# Idol Robbery - Ryan Ly

## Quest Synopsis:

### Find the Sacred Idol

During Act 1, following the completion of the [Steal the Sacred Idol](#) sub-quest, the players can speak to [Rath](#) and obtain a quest to find an alternative sacred idol for the druid's worship of Silvanus. This would lead the players to a dungeon where they can reclaim a lost **Idol of Silvanus** from the clutches of various goblins worshipping the absolute. This would create an interesting situation in which we could explore the concept of religious strife between two different beliefs.

## Dungeon Name and Brief Lore:

### Ransacked Church of Silvanus

The core concept is an abandoned underground church now overrun by goblins. Having long been abandoned by the druids, the space has become heavily overgrown with vines and ivy, creating a striking visual contrast between its sacred origins and its current desecrated state.

## Location Considerations:

When it comes to location we need to consider a few things. First, the church would ideally be in a fairly secluded area, primarily surrounded by trees and wilderness. Unfortunately, there aren't a ton of isolated areas in Act 1, but we can still find a few good areas. There's an area north-east of the [Blighted Village](#). It's a stretch of wilderness with not much around it other than tall trees. Otherwise it could work by placing it on the far south of the map east of the swamp area. This area works exceptionally well because the players will need to go there at some point to [investigate Kagha](#).



## Key Items:

The primary item is the second Idol of Silvanus, which players discover deep within the Ransacked Church. An alternative solution was also considered: allowing players to steal the original idol from [Mol](#), and return it to the druids, offering greater player agency and multiple paths to resolution.

### Level Structure:

The dungeon is primarily composed of 3 areas, excluding the entrance. First, the players would enter the temple and descend a staircase. There the players would find a corridor leading into the main area, the combat zone. This would be a large area where the goblins are living/drinking/sleeping. This main area would also house a set of stairs in the corner leading to a balcony area overlooking the room. There are also vines the players or goblins could climb to get up the balcony faster.

Moving on from the combat zone, the players will find a door that leads to the puzzle area. This puzzle zone would consist of riddles and various doorways that lead to the treasure room housing the Idol of Silvanus. I wanted to make the puzzle area not too annoying, so I focused on making it more fun and immersive. I'll elaborate more in the puzzle section. In total, this dungeon would grant the players 85 xp.

### Combat Description:

Several intentional design elements guide players toward strategic thinking:

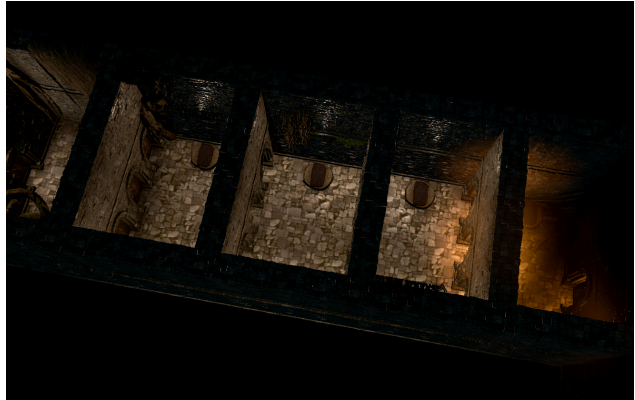


- **Balcony and High Ground:** The elevated platform naturally encourages players to consider verticality and positioning.
- **Drunk Goblins and Wine Barrels:** All goblins are inebriated. Barrels of wine are placed so that most patrol paths pass nearby, creating a "heated" zone where area-of-effect spells and abilities become highly effective.
- **Smokepowder Barrels:** Two barrels of smokepowder are positioned in the combat zone, including one on the balcony, offering explosive environmental interaction opportunities.

The guiding principle was to present new players with clear tactical options while discouraging a straightforward "charge in and attack" approach. The design aims to teach through environmental cues rather than explicit instruction.

### **Puzzle Description:**

The puzzle room requires players to answer a series of riddles by selecting one of three doors. The riddles are designed to be relatively easy and are themed around Silvanus and druidic traditions. A correct answer transports the player to the next room with a new riddle. An incorrect answer teleports them back to the start of the puzzle area.



The room was envisioned as an initiation chamber for new worshippers of Silvanus, a space where devotees would prove their knowledge through simple tests. Originally, the doors were also intended to be lockpickable, providing a way for skilled players to bypass the riddles entirely. However, technical difficulties arose when attempting to integrate lockpicking with the teleportation system.

### **Environment and Atmosphere References:**

The primary goal was to make the church feel genuinely long-abandoned and recently ransacked. The process began with a clean version of the church, followed by deliberate layering of decay and overgrowth. Broken objects were scattered across the floor, and roots and ivy were added to walls and surfaces. Particular care was taken with the balcony area, as it remains visible to the player for much of the combat encounter.

Additional details include a toppled statue of Silvanus lying on the floor, with a goblin now standing in the space the statue once occupied. Banners bearing the symbol of the Absolute were placed on the walls to clearly communicate the goblins' allegiance and their reasons for occupying the sacred site.

### **Unimplemented Ideas and Technical Challenges**

Several features were planned but could not be fully realized due to technical constraints:

- **Puzzle Bypass via Lockpicking:** Making the riddle doors lockpickable proved difficult while maintaining reliable teleport behavior on incorrect answers.
- **Pressure Plate Puzzle Alternative:** A different puzzle concept was explored in which players would navigate a series of pressure plates, with incorrect steps triggering a teleport back to the start. This system also encountered implementation issues.

- **Sleeping Goblins:** The desire to include sleeping goblins in the combat zone who would wake upon the start of combat could not be achieved with the available tools and scripting.

These limitations highlight areas for potential iteration in future projects or with improved tooling.