

## HADES'S SANCTUARY

HERON has been set down in the underworld, surrounded by darkness.

The level starts with a cut scene of PSYCHE appearing in front of HERON. She floats to the ground, her inner light shining and large white wings fluttering.

## NARRATOR

A woman appears from thin air, floating to the ground with great white wings.

## PSYCHE

Heron, savior of Greece, it is a pleasure to finally speak with you.

*Choice Dialogue appears.*

HERON	NARRATOR	PSYCHE
Who are you?	A small smile graces the woman's face, making her appear even more angelic.	<i>Continue to the next line</i>
How do you know me?	A small smile graces the woman's face, making her appear even more angelic.	I have been looking out for you for years, my dear.
Leave me to rot in peace.	The woman frowns. The light around her dims ever so slightly.	Do you dare speak to your savior like this? How disappointing.

## PSYCHE

I am the goddess of souls, lover of all humankind. I have come to save you yet again.

HERON	PSYCHE
I don't remember being saved.	Of course you don't, you were bleeding to death.

I don't need saving. Leave me be!	Your ego overshadows your logic. I will not leave you be, now is not your time to die.
You should've saved someone else.	But I didn't, I chose you. I saved you.

PSYCHE

I saved you for a reason, Heron. Your destiny is greater than  
you believe.

*Choice Dialogue appears.*

HERON	NARRATOR	PSYCHE
Are you going to get to the point?	Psyche's light suddenly shines brighter, blinding Heron.	<i>Continue to the next line.</i>
I believe only the truth.	Psyche's light suddenly shines brighter, blinding Heron.	The truth is all I speak.
If I ended up here, then I belong here.	Psyche's light suddenly shines brighter, blinding Heron.	You don't belong here, Heron. Open your heart to the truth.

PSYCHE

The Earth is dying, as are its people. The gods are not  
themselves but I...I don't know why. Aphrodite has made all the  
gods shun me, but I live for the souls that roam the Earth. I  
must save them.

*Choice Dialogue appears.*

HERON	PSYCHE
What does this have to do with me?	<i>Continue to the next line.</i>
I want no part in this.	You have no choice in this

	matter.
--	---------

PSYCHE

Have you not seen ruin firsthand? I know it matters to you, the deaths of these people. Now is the time for your redemption.

HERON

Tell me what I need to do.

NARRATOR

Psyche smiles at Heron and begins to hover in the air.

PSYCHE

I will be putting you in Hermes's sanctuary, they'll allow you in. Souls roam everywhere there, someone will speak to you about something. But really, your mission is simple-find out what influences the gods. Tell me when you're ready to leave this place.

HERON	PSYCHE
I'd like to look around.	Remember, we don't have much time until the Earth is ruined.
I'm ready.	Very well.

If the player chooses to look around, Psyche will hover over the ground, waiting for Heron to return.

PSYCHE

Are you ready?

HERON	PSYCHE
I need more time.	So be it.
I'm ready.	Good.

HADES stands alone in low light, drinking a glass of liquor and looking over the underworld. The player interacts with him.

HADES

And what do you want? Not enjoying the view?

HERON	HADES
You must be joking.	How observant of you! Didn't Psyche pick the smartest of them, she must be proud of her little mortal warrior.
Of course, the darkness brings out the black of your eyes.	Ha! Aren't you quick with a quip? I like that. Too bad you're doomed.

After finishing conversations and telling PSYCHE that he's ready, HERON is transported to Hermes' sanctuary in a swirl of colors and mist.

HERMES'S SANCTUARY

He stands alone in a market full of people of all shapes, ages, and sizes. Some glow or have wings like PSYCHE, while some look like normal people.

A man approaches HERON, his smile wide and filled with white teeth. He walks with a bounce in his step and his arms swinging. He is half-man, half-goat, a satyr. Horns adorn his head.

PHERESPONDUS

Hey ho! I offer a message from the great Dionysus who wishes to meet with Heron, Savior of Greece, this very day.

Choice dialogue appears.

HERON	NARRATOR	PHERESPONDUS	HERON	PHERESPONDUS	HERON
[Option 1]I'm no savior. I decline his offer.	The Satyr raises his bushy eyebrows at Heron, surprised at what	Such an offer cannot be declined. I'll tell him you'll see him at the train station before	Train station?	Why yes! The big building over there! See you soon!	[END CONVERSATION]

	he's just heard.	the sun has set.	I said no.	And I said no to you saying no. See you soon!	Continue to train station question Option 1.
[Option 2]Who are you and how did you know I was here?	The Satyr throws his head back and laughs heartily.	Why aren't you a skeptical one? My name is Pherespondus, son of Hermes and messenger of Dionysus. Dionysus knows everything, you see. He is a popular man. Many whisper secrets into his ear.	What does he want with me?	Beats me! I'm but a messenger, entrusted to tell you that he wants to meet you at the train station before sunset.	Continue to train station question Option 1.
			I will meet with him.	Wonderful! I'll tell him you'll see him at the train station before the sun has set.	Continue to train station question Option 1.

PHERESPONDUS waves the staff of the heavenly herald in front of him and disappears in a plume of smoke.

From here, HERON is free to go on in any order he wants to when navigating the level.