

Divine Ruin Beat Sheet

Opening Image

The game opens with a brief cut scene of Heron's "failed battle" and how it led to an injury and survivor's guilt. This scene is mostly cinematic, with a few interactive events to keep the player's attention.

On the battlefield in Greece, Heron leads a large army to battle. Heron's not a leader who galivants on the back of a horse watching the battle, he is among the foot soldiers, assisting in the thick of the fight. He cares about his legion, that much is clear in the opening. But they're surrounded by enemies who pop out of the forest, surprising them from all sides. Heron is cut down and is seen bleeding out.

But unlike his entire legion, he does not die. Though he doesn't know it, Psyche reaches down with an invisible hand to staunch the bleeding from the artery in his leg. But even with her intervention, he is left with major trauma—both in his leg and mind. He can no longer run or walk normally.

Set-Up

Heron is seen living on a small farm alone, spending most of his days doing chores. His life is mundane compared to before, and his sadness is obvious. He's shown in a brief scene to show the after-effects of his injury.

Catalyst

When Heron rises for another day, he sees the sun rising on the opposite side of the Earth. He's confused and worried, though not for himself. Then an earthquake comes, and he curses Poseidon as his house shakes around him. He scrambles to save the one thing he has left and his only companion, his dog.

But as he runs toward his dog who's still lying on the floor and just waking up from a deep sleep, the roof falls on his dog. He screams in rage and attempts to get his dog out from under the pile of rubble. His house crumbles around him as he struggles, seemingly unconcerned with his impending death.

Finally, the roof falls on him and he is transported to another location, the underworld. The underworld is a dark and lonely place, much like Heron's mind. He walks around, even as nothing but darkness surrounds him. He is resigned to his fate, believing this is what he deserves. Until a woman steps out of a shining portal, her white wings spanning wide and an internal glow almost blinding him.

Psyche explains some of the destruction of Earth and that she has chosen Heron to save the souls who have been damned by the gods. She tells him he must go to their sanctuaries and rid their hearts of poison.

Theme Stated

When Psyche appears, she speaks in depth with Heron about his injury and guilt. She tells him he was saved on purpose and that he is a vital part of saving the world, that he is indeed a hero. The theme revolves around Heron trying to redeem himself and prove that he is not a failure or bad person.

Debate

Heron debates his worthiness with Psyche. He is not one to believe he is what his namesake marks him as, a hero, he feels it's what his mother wanted to be and it's a goal he gave up on long ago when he failed to protect not only his legion but his sister. Psyche convinces him by offering to send him to spend the afterlife with his sister and dog.

Break into 2

As the game transitions into Act 2, Heron decides that going to save the Earth is indeed what he needs to do. He's taken with Psyche to go into his first sanctuary and out of the emptiness of the underworld.

B Story

In Divine Ruin's B story, Psyche explains her tumultuous relationship with Eros and how it leads to Earth's ruination. This is about love and loss as well as the motive behind the disaster that has swept Earth. Her story shows the guilt she feels for so many souls that have been lost. Eros has made sure to destroy the souls so that they cannot find the peace of the Elysium Fields or even the pain of the underworld. They are simply nothingness, and that's what hurts Psyche most, that they have not met their fate for the afterlife.

Heron finds out just how deep Eros' hatred and loathing goes for Psyche.

Fun and Games

Heron traverses through Ares' level first. Ares is not too complicated, he's simply angry that Heron is there. He tells Heron that he is trespassing and must leave. Heron ignores his demands instead opting to continue moving through the level. Ares is angered further by being ignored, he throws projectiles at Heron, breaking the floor beneath him and aiming for him. He screams in rage as Heron gets closer to his heart, sending waves of soldiers in an attempt to kill him. He sets trees on fire abruptly hoping that they will catch Heron on fire. Heron still continues on.

When he reaches his heart, Heron is able to drain it quickly, changing Ares' attitude towards him slightly.

Ares gives a brief description of how he was tricked by Eros in order for him to be poisoned. He then blesses Heron with power, grumbling about not wanting to owe anyone else a debt that has gone unpaid. Psyche then reaches down to grab Heron before placing him in Poseidon's sanctuary.

Poseidon is angry with Heron. Given that Heron cursed his name when in the middle of the earthquake that killed him, Poseidon feels slighted by the man. He expresses his anger to Heron as Heron goes through his level. He shoots projectiles at Heron, telling him that he deserves to be smited for his crime against a god as powerful as Poseidon. This is the first level in which Heron faces enemies who are classified as bosses.

MidPoint

The end of Poseidon's level is the midpoint of the game. Poseidon has a personal issue with Heron given that Heron cursed him when the earthquake began. Poseidon speaks more to Heron at the end of his sanctuary level, blaming Psyche for the entire situation, given Eros claims that she is. It makes Heron think twice about Psyche and begin to doubt her, though he continues on with the mission. Thanks to Poseidon's level, Heron is feeling a sense of victory, a feeling that is about to falter.

Bad Guys Close in

Zeus' sanctuary is hard on Heron, and not only due to the strength that Zeus holds. Zeus also taunts Heron throughout his run-through. He confirms all of Heron's insecurities and guilt, laughing at him for his struggles against Zeus as he tries to affirm his place in the world. If Heron began to feel confident in his abilities earlier, that goes downhill here.

All is Lost

When Heron faces down the bosses of Zeus' level, things don't look too good for him. He's captured in a hold by Zeus and almost killed until the player is prompted to suck the poison out of his heart from a range. This insights Zeus to drop Heron.

Dark Night of the Soul

When Heron ends Zeus' level, he no longer believes he can continue. Zeus' words—no matter if they were influenced by poison—have gotten to him. He refuses to move on, fighting with Psyche about the point of all of this and if he can even defeat Eros if he is so powerful.

Break into 3

As Heron goes into Act 3, he reaches Eros' level feeling unsure, even with the brief pep-talk he received from Zeus.

Finale

The story reaches the finale with Aphrodite's sanctuary and the face-off with Eros. Here, Heron is shown more of story B—Psyche and Eros' conflict—and directly witnesses the personality of the god that is trying to ruin Earth.

The beginning of the finale is when Heron is set down in Aphrodite's sanctuary. Here, he's spoken to by Eros. Eros does not taunt him quite as personally as Zeus did, bringing up his past in detail. Eros can play off of Heron's emotions, however, especially love. He brings up Heron's sister and how he "failed" to help her and stop her from dying. But instead of making him fearful and sad as taunts did in Zeus' level, Heron receives power-ups from the rage that fills him due to Eros' words.

He travels through Aphrodite's sanctuary filled with a new sort of motivation when he sees and listens to Eros for himself. He sees evil and happily stands off with Eros. His last battle is with Eros who is angry he's foiled his plans, and worse, that he's helping Psyche. He fights hard against Heron, taunting him along the way. With the help of the powers that Zeus gave him, Heron defeats Eros.

Unfortunately, Eros is a god, and cannot die. So, when Aphrodite is relieved of the poison her son infected her with, she locks Eros away so he cannot get out and wreak more havoc.

Aphrodite plays it off that she knew of his madness all along, but wanted to see how it played out. All the other gods suspect that it's untrue. Heron is told he has completed his mission and is sent to the Elysium Fields by Psyche.

Final Image

The final image shows Heron in the Elysium Fields, finally not in pain and with his sister and dog in the afterlife while Psyche looks on, a smile on her face.