



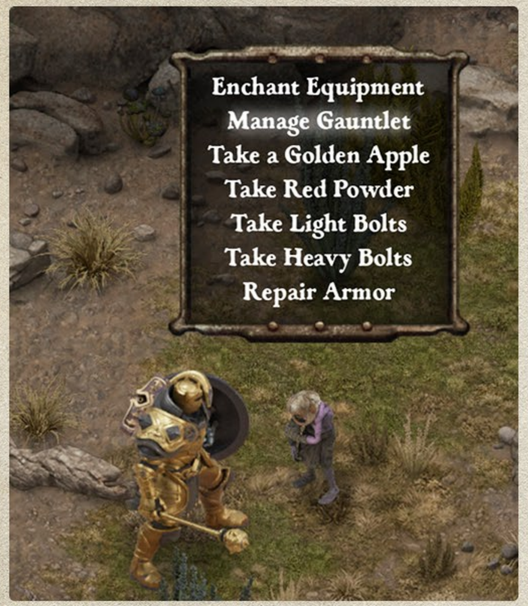
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Dear player, thank you for your interest in The Goddess's Will.
Over the past five years, the Imagine Tavern team has been working on the game's technical demo, bringing together the pieces of an ambitious concept and giving form to what was once an abstract idea. It has been an exciting and educational journey that has taught us a great deal, brought together a team of like-minded people, and pushed us to grow.

The visual style of the game is inspired by classic RPGs of the late 1990s and early 2000s. We truly love those games and wanted to bring a piece of that era into the present — a time when developers carefully crafted every sprite, when even UI design was treated as an art form, and animations were made by hand.
We have filled the world of The Goddess's Will with music that tells its own story — subtle, evocative, and rich with atmosphere. We believe that by listening to the soundtrack, it will resonate with you, and you may even begin to sense the story's direction.
The TGW project began with its world and characters, and only later took shape through its visual identity, continuing to evolve throughout development.





While it is difficult to fully convey the story and lore within a small demo, attentive players will be able to discover key elements by exploring the game's materials.

Gameplay lies at the core of the TGW experience and remains the main focus of Imagine Tavern. Combat, exploration, and character progression may feel unusual at first, but they are built upon a cohesive system of mechanics that unfolds as you master it.
We sincerely hope you enjoy exploring the locations, mechanics, and fragments of the world's story in The Goddess's Will.
In this player guide, you will find essential information to help you immerse yourself in the gameplay, including controls, core items and mechanics, a brief introduction to the story and lore, as well as a few tips for your journey.



MELEE ATTACK	**LEFT CLICK**
LEFT HAND ACTION	**RIGHT CLICK**
TARGET LOCK	**MIDDLE CLICK**
SWITCH HAND EQUIPMENT	**TAB**
INTERACT / SPRINT	**SPACE**
USE CONSUMABLE	**F**
NEXT CONSUMABLE	**C**
NEXT FORM / BOLT TYPE	**V**
GRAV MODIFIER	**E**
MIND MODIFIER	**Q**
NUUNN MODIFIER	**X**
NAVIGATION	**WASD**
LEFT HAND SUB ACTION	**R**
GAMEPLAY MENU	**ESC**
HELP	**F1**



MELEE ATTACK	**RT**
LEFT HAND ACTION	**LT**
TARGET LOCK	**RS**
SWITCH HAND EQUIPMENT	**LB**
INTERACT / SPRINT	**A**
USE CONSUMABLE	**RB**
NEXT CONSUMABLE	**D-PAD DOWN**
NEXT FORM / BOLT TYPE	**D-PAD RIGHT**
GRAV MODIFIER	**Y**
MIND MODIFIER	**X**
NUUNN MODIFIER	**B**
NAVIGATION	**LEFT STICK**
ALT NAVIGATION	**RIGHT STICK**
LEFT HAND SUB ACTION	**LS**
GAMEPLAY MENU	**START**
HELP	**BACK**

HUD



CHRONOMETER

Shows the current Decade fraction and the positions of Zennon's celestial bodies: Glob, Mun, and Melchios. The chronometer updates as Oswald travels between locations. Their positions determine the State of the world.

ARMOR

Displays the condition of Oswald's armor. When the armor is completely broken, it provides no protection. Armor can only be repaired by a master in Vegelange or in other designated places.

EYES

Represents the state of the Avatar's power modifiers: dark fire indicates Grav, light fire indicates Mind, and mixed fire means both are charged. They restore over time and are used to activate the Avatar's powers: the basic abilities Grav Impulse and Mind Impulse, as well as Telekinesis.



HEALTH

The waves of inner boe represent Oswald's health. Health can be restored at any time using appropriate means, such as Golden Apples.

ITEMS

Displays the currently selected type of item from Oswald's bag. Usable items automatically become available here when they are stored in the inventory.

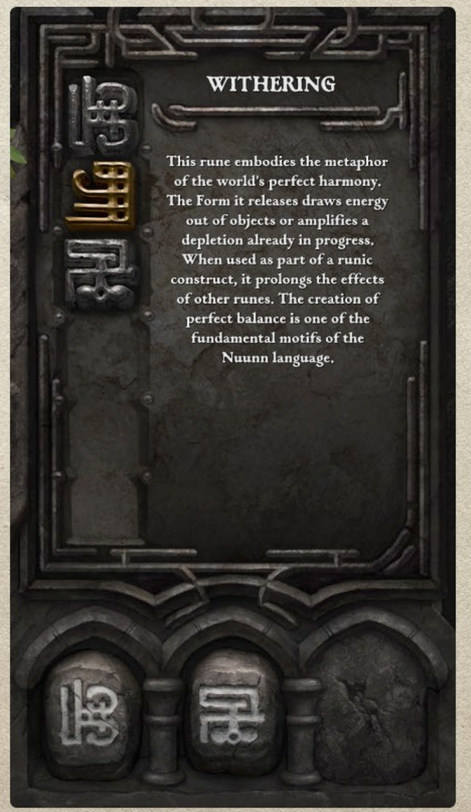


SKILLS AND RUNES

TREE

Oswald's abilities are divided into two types: Imperial skills and Avatar skills. Imperial skills support Oswald directly in combat, while Avatar skills awaken subtle supernatural powers within him. The ability to choose a new skill becomes available through numerous story decisions.

In the Demo, you can find additional gameplay hints in the descriptions of unavailable skills.



NUUNN RUNE LIBRARY

The Nuunn Rune Library stores the runic words learned by Oswald. Expanding knowledge of the Nuunn language allows new ways to interact with the world and also serves as a helpful tool for achieving goals in battle. Combining Nuunn runes allows you to produce different effects using runes you already know when interacting with the environment.



GAUNTLET

One of Oswald's most important artifacts. It serves both as a crystallizer of Ornaments and as a catalyst for Forms. It allows the use of Forms placed in its slots to release their effects on the battlefield. The Alenor's Hand gauntlet also serves as a tool for energy absorption: boe, vhar, and aether. Additional Form slots can be unlocked as the gauntlet is upgraded.



SHARD OF MELCHIOS

Despite its abundance, this Ornament remains valuable. It truly resembles Melchios, one of Zennon's three satellites, hanging high in the heavens. Though it appears incomplete, the Shard of Melchios is said to answer the call of the lost.



CLAWS

A warm-to-the-touch Ornament twisted into the shape of talons: roughened on the outside like a buffalo horn, yet hiding a seething dark substance within. Despite its relative rarity and evident instability, it is often found as a decoration.



MARBLE GROTESQUE

This Ornament seems to seep with the secret of death. Few commoners would dare take this polished piece of marble in hand, while a seasoned alchemist would gladly sacrifice a finger to claim it.



RESERVOIR

The Reservoir stores the energy collected by Alenor's Hand. This energy has three properties: Balance (boe/vhar/aether), Volume, and Saturation. The energy Balance is displayed by the proportions of the sphere segments, while the Volume is reflected in the sphere's size. With each additional collection, Saturation decreases while Volume increases. Saturation is shown by the glowing indicators along the edges of the Reservoir frame. The brighter the indicator, the more saturated the stored energy.



To create an Ornament, the Reservoir must be completely filled. When it closes, you can crystallize an Ornament or infuse its Form into the Gauntlet. The Balance and Saturation of energy determine both the type of Ornament and its Tier.



ENCHANTMENT GRID

The Enchantment Grid is unique for each piece of equipment. Place the energy structures of Ornaments in advantageous positions to rebalance the energy values on Oswald's Way tracks. By rotating energy structures and placing them in the most effective positions within the Enchantment Grid, significant progress can be made in balancing the Ways. Some cells may be blocked for placing energy structures, while others contain special modifiers that affect the Way parameter values within the Ornament. The Enchantment Grid can also be altered through special upgrades: blocked cells may be removed to expand the grid, and new modifiers can be added.



INVERSION changes the sign of an Ornament's parameters to the opposite: +10 DES becomes -10 DES.
IDEALIZATION nullifies all negative values of an Ornament's parameters: 10 DES, -10 TRA become 10 DES, 0 TRA.
DOUBLING doubles the values of an Ornament's parameters while preserving their sign: -10 DES becomes -20 DES.



As his journey unfolds, Oswald will discover special equipment worthy of an Emperor, which can be enchanted. Each of these items has a unique enchantment grid and its own cell modifiers.



ORNAMENT. An item that transforms into a Form for the Gauntlet, or into an energy structure used to enchant gear. Ornaments have params influencing Oswald's Ways, a Structure, a Tier, and Form.
STRUCTURE. Each newly created Ornament has a random structure within its tier limits. More complex structures cover more modifier cells in the energy grid.
TIER. Indicates the potential of the Ornament for enchanting equipment or extracting its Form into Alenor's Hand.

WAYS

Way tracks reflect Oswald's tendency toward a particular combat style. Changing their balance alters your approach. At the highest or lowest values, additional abilities may be gained depending on the amount of energy within Oswald's body. Sometimes low or even zero energy levels may be better than excessive ones. As the Way tracks change, their visual representations change.



ATTRIBUTES

Changing Oswald's main attributes balances his strengths and weaknesses. Sometimes low or even negative values may be better than higher ones.



STATUSES

Statuses currently affecting Oswald. Statuses can be applied by usable items, the Nuunn language, energy Forms, or location states.





HAVRIR OF MANY FACES

The face of one of Oswald's ancestors crowns the gilded mace. Havrir, 5th Emperor of the Source. First to swear loyalty to the Countless; thus, his image was made sacred.



ARMOR OF THE EMPEROR

Heavy ceremonial armor of the Emperor. Even in the heat of battle, Oswald shines with polished gold. With proper care, this armor offers reliable protection.



WAR SHIELD

This heavy shield was gifted to Oswald on the day of his ascension to the Golden Lodge. Too heavy for an ordinary man, it protects the Emperor from the strongest enemy blows.



ARBALEST

The Emperor's semi-automatic cassette arbalest is crafted from polished redstone wood and reinforced with structural inlays. In Imperial tradition, ranged weapons carry significant prestige among the nobility. Oswald's forefather, Oskar, rewarded the inventor of this arbalest with a hundred concubines — while tearing out one of the man's eyes as a mark of patronage over the secret of its construction. The inventor managed to escape, continued his craft beyond the Empire's borders, and the captured concubines were executed.



GOLDEN APPLE

A rare fruit cultivated by the healer Galen in his apple orchard in the village of Vegelange. Growing only in the warmth of living fire, Golden Apples release a Form that heals bodily wounds. This unusual remedy helps wounds gradually mend.



RED POWDER

A small glass vial filled with a spicy red powder. It stops bleeding for the duration of its effect and brings a surge of strength. Red Powder is the bone ash of the Red Mediums — Gifted who spent their lives studying the Serankh Pyramid Triad.



MUN EYE

A herb whose fruit resembles a cloudy, double-pupiled eye. The Mun Eye has no notable properties, but its scent attracts bloodthirsty termites that draw toxins from their victim as they bite. Crushing the fruit, Oswald compels the termites within to attack him.



LIGHT BOLT CASSETTE

Light wooden bolts fly fast and far but cannot pierce armor or shields. The bolts are easy to obtain in any blacksmith's workshop. Requires a special cassette.



HEAVY BOLT CASSETTE

A direct hit from a heavy bolt punches through armor and leaves terrible wounds in exposed flesh. The heads of heavy bolts are forged from Avrian cast iron.



SHINING WAX

A sphere of luminous wax gathered from the ethereal plants of the Vegelange Forest. Within the bud, it smolders with a soft, warm glow. Once shaped into small spheres, it dims yet retains its light until hurled against the ground.



HOW TO MAKE OSWALD STRONGER?
The core of progression in The Goddess's Will technical demo is the Enchantment Menu. Rebalance Oswald's attributes with ornaments to unlock new behaviors.

RELOAD YOUR ARBALEST. RELOAD!
The arbalest gives you a tactical advantage on the field, but reloading should be planned in advance.





AT THE EMPEROR'S COMMAND
Using Telekinesis can briefly strip a group of enemies of mobility. Move the mouse while clicking to set the direction of the push while holding the Grav button.

FUSION OF MIND AND BODY
Some actions in the game require animations; others do not. Learn to combine them to achieve true dominance through the power of thought.

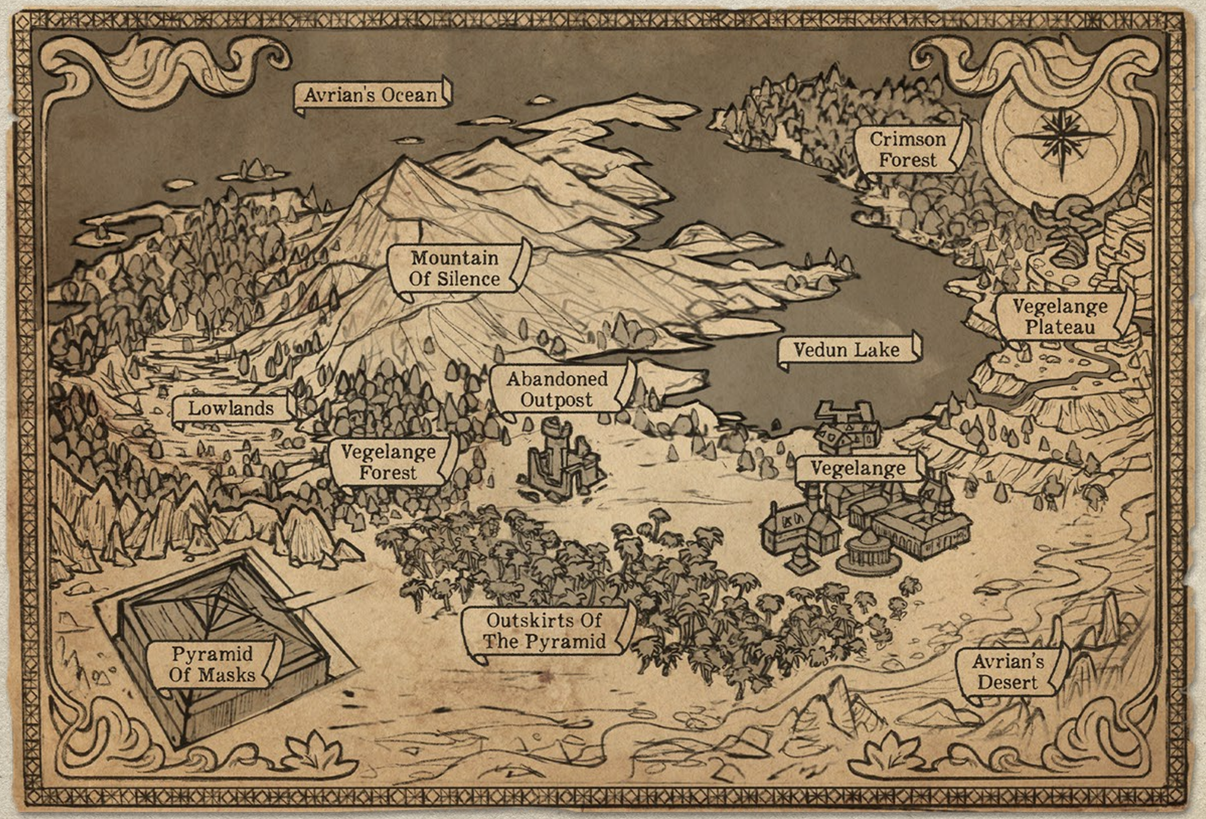




AN UNBREAKABLE DIAMOND?
The Armor of the Emperor reliably protects Oswald from any attacks, but only until the armor is broken. Once the armor is shattered, even hounds can tear him apart.

DO NOT SHOW YOUR BACK TO THE ENEMY
Remember to mark an enemy as your target to keep facing them while moving. This makes both attacking and defending easier.





THE AVRIANS LANDS AND VEGELANGE

One of the largest deserts in the world of Zennon, the Avrian Desert bounds the Avrian lands, separating the rich, conquest-driven and trade-filled world of the Source Empire from the harsh freedom found here. This vast region lies to the east of the Empire's nearest borders, while the walls of its capital — the Golden City — stand hundreds of days away. Vegelange serves as a trading outpost along the caravan route from Serankh to the east and is the closest inhabited settlement to the Pyramid of the Masks, once part of the Source's Golden Path through the Avrian Desert. Along this route, the lands beyond the desert maintained contact with Serankh. In its prime, every caravan traveling east or returning from it would stop here, finding food, water, and rest, and over time the frail outpost grew into a small, prosperous town with its own lake port.

Around ten years ago, Serankh closed its gates to trade, and the territory of the Serankh Triad of Pyramids was cut off from the rest of the world. A few years later, the Archaei began to creep in from the east. At first their numbers were small, but it was enough to drive away most of the local inhabitants. The Vegelange Forest, which had served as a source of resources for centuries, has in recent years become a den of Archaei that have flooded the surrounding lands. The thickets and lowlands, once dangerous, have now become places of no return. The Crimson Forest beyond the plateau is avoided even in speech by seasoned mercenaries. Only madmen dare venture to the graveyards of Nuunn idols hidden within its depths, and those who return trade what remains of their sanity for the coin earned from selling the rare ornaments found there.

THE EMPEROR'S ARRIVAL

Not long ago, the Pyramid of the Masks awakened and began to radiate energy. The local Gifted suffered from severe headaches, and under the cover of night, strange outsiders began to gather in Vegelange, seeking shelter. At night, mysterious lights flickered within the houses they occupied. The town's administrative quarter was burned down, leaving the town hall, fountain, market, and prison abandoned to decay. Once a large settlement, Vegelange is now reduced to ten inhabited houses.

Meanwhile, the army of Emperor Oswald was marching toward the Pyramid of the Masks when it was struck by a sudden assault of Archaei in the sands of the Avrian Desert, leading to the complete destruction of the strongest army in Zennon. The Goddess saved only the Emperor from certain death, making him the avatar of an ancient and powerful being, granting him strength beyond that of any human. With these powers, Oswald survived and crossed the remaining stretch of the Avrian Desert alone. Exhausted, he was found by the Wardens of Vegelange. Now he finds himself in a fading outpost, hundreds of days away from the capital.
And shortly before Oswald's arrival in Vegelange, an inhuman roar was echoing beneath the Mountains of Silence, somewhere within the sunken fissures. It began at the same time as the arrival of cultists who have flooded the lands around Vegelange.
Now that the greatest army of Zennon has fallen before the relentless force of the Archaei, change is coming to the world.

This is where the events of The Goddess's Will begin.
What will these changes bring? Will the Emperor be able to fulfill the Goddess's will and complete the journey to the Pyramid of the Masks? And what will come of the clash between higher powers?



OSWALD

Oswald is the mighty Emperor of the Source. His sharp mind and unyielding will have become an unshakable pillar for all his subjects.

The Goddess's Will tells the myth of Oswald. Emperor Oswald is the rightful heir to the Source Empire, continuing the work of his forefathers: conquering the lands of Zennon and serving the Countless. Tall and physically strong, as befits a Vessel-Man, he is a man in his middle years. At the start of the game, he wears gilded full plate armor and wields the golden mace Havrir of Many Faces, a heavy War Shield, and a semi-automatic cassette Arbalest. Oswald carries himself with dignity among both mortals and gods. Accustomed to being seen as a deity by his people, he has forged his body to match his spirit and the power of his words. A masterful orator, he wins trust and bends others to his will; those who resist are destined to be crushed.



BATTA

Batta Mik is a bandit and a Vessel-Man from Anglaria, a land once ruled by the Anglords. According to her family's legend, her ancestors stood beside great Anglords such as Kehekat, Smyra, and Velkaska. She knows their hymns and sometimes sings them to her warriors. Batta believes the ancient Lords will return to restore order to the world within the Shell. Until then, she trains her body and spirit to one day join the Ascending Squad and take part in the Everlasting Battle. After her ancestral city was abandoned, she became a mercenary, wandering across Zennon. She fought as a hired blade in rich cities and robbed alongside local thugs in poorer lands. Over time, she formed her own group called Batta's Warriors, a band of women who joined her during her travels. Batta's strength matches her faith that she will one day meet Velkaska and swear loyalty to the Ascending Squad. Yet she rejects the current state of the tribes, believing they should unite and fight the Empire instead of wasting their strength on feuds.





ALPHINA

Alphina is a calm and thoughtful warrior. She is the voice of reason for Batta Mik, who has long gone off the rails. Before Alphina joined Batta's group, she worked as a guard for trade caravans along the Golden Path. For many years, she traveled with the caravans from Serankh to Lemoria and back. After the gates of Serankh were closed to the outside world and the trade route was abandoned, Alphina met Batta. She liked the wild way of life of the wandering warrior-women, and Batta impressed her with her fury and strict nature. Alphina now helps the band attack small caravans, but it is hard for her to watch how cruelly Batta deals with the hired guards.

GAL

Raised in luxury as the only daughter of a wealthy Lemorian merchant, Gal despised her family's way of life. Books and music lessons bored her, while climbing walls, archery, and playing with kennel hounds brought her joy. When the time came to abandon her freedom for duty, she fled with her dogs. She survived violence, raids, and life on the run, learning to steal and fight. Eventually, she met Batta's Warriors. Her sharp aim and literacy earned her a place among them. The hounds still cause trouble in camp, but Gal remains firm: "The dogs sleep with me!"

HOUND

Pets of Batta's Warriors, bred for guarding and hunting. Each hound is a small, sturdy, shaggy beast, about thigh-high, resembling a dog in both form and behavior. Its flattened snout and wide, tooth-filled mouth give it a vicious bite it never releases. A shovel-shaped tongue sprays pungent saliva used to mark territory, while strong hind legs and sharp claws allow it to leap and tear into prey. Though willful by nature, hounds can follow simple commands. Gal trains them to lie in ambush, play dead, or attack, controlling the pack with a small copper horn. Even the Big Beast does not fear them, often grazing nearby under the watch of this fanged pack.



BIG BEAST

The Big Beast, as Batta's Warriors call it, is used to carry the bandits' belongings. The giant is fitted with metal and leather plates for protection, and a mounted rider's frame. By tradition, its rider is called the Mistress, who guides the Beast during travel and lets it graze during stops. The bandits rarely unharness it, as the camp may move at any moment. The Beast feeds on bark, cones, and large nuts, and can be easily found if lost — it cries out loudly when separated from its Mistress. Despite being herbivorous, the Big Beast is not timid and will attack any threat to its Mistress or those it trusts. Though difficult to train, it answers the Mistress's call.

BEV

Bev is a fierce and vivid force among Batta's Warriors, a spearwoman known for her audacity and love of risk. Her attacks are swift and precise, and she moves with unshakable confidence. Of the trio of rogues, she is closest in spirit to a true roving brigand. A skilled fighter and tactician, Bev mentors Gal, teaching her combat and the ways of outlawry. She respects Alphina as the leader in Batta's absence, though they rarely interact outside of raids. Despite her eccentric nature, Bev is deeply attached to the Big Beast, constantly trying to train it. Gal's hounds, however, irritate her with their noise and foolishness.

PURPLE SLAVE

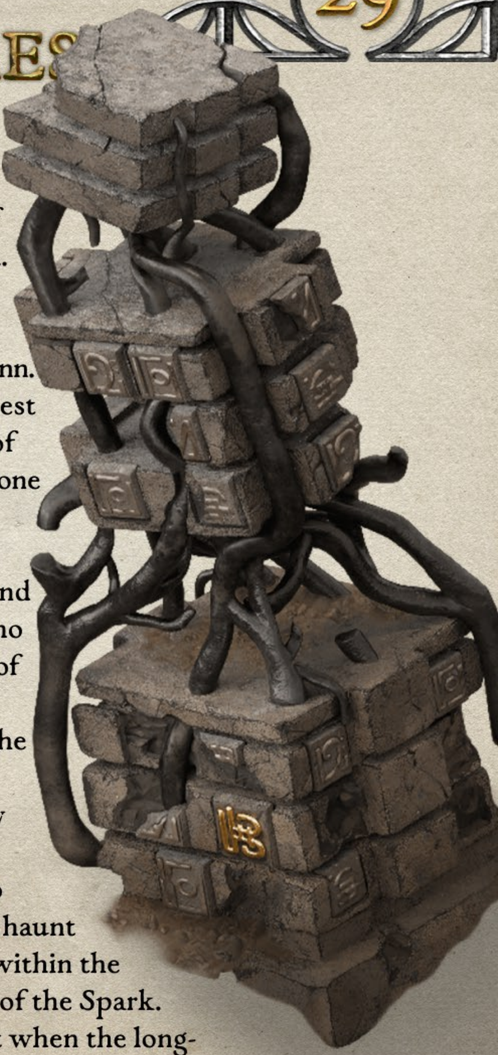
The Purple Slave is one of many unfortunate souls turned into vessels of the Parliament of Doors' will. Their minds are so deeply broken that little remains human in their cries. It is said they need no chains, for their minds are already bound. In the Source Empire, slavery faded with the rise of the Pantheon of the Countless, yet even in the days of the old Empire, Oswald's forebears never achieved such control. Purple slaves move in groups with cultists, obeying them like puppets, and are often used as expendable material for dark experiments. Despite their fate, Rag slaves see them as a form of blessing and strive to become like them.





Long before the construction of the Pyramid of the Masks, these mysterious structures both captivated the minds of the Gray Seekers and filled them with an unexplainable dread. The bravest scavengers ascend the Vegelange Plateau to gather fragments of crumbling stone and coarse metal, imbued with the ancient smoldering power of Nuunn. The mad descend instead into the Crimson Forest beyond the plateau. Few who returned spoke of entire graveyards of these lost mechanisms, yet none managed to bring any major relics back.

The creation of these colossal effigies of stone and metal is attributed to the first of the Named, who once traveled across the great continent in search of the Watchers' Graves. The purpose of these constructions has long been lost to time, since the founding of the New Source Empire, when the Named, as a cult, were mercilessly eradicated by the Countless. Once, the Named believed that every living being was a Form unto itself, and so their blood-bound experiments never ceased to haunt the minds of seekers. A vast suspended gong, deep within the Crimson Forest, still remembers the ritual of the Extraction of the Spark. The abandoned giants stand in silence, awaiting the moment when the long-forgotten tongue of Nuunn will be spoken near them once more.



THE NATURE

Life on the plateau near Vegelange lies subdued, as dry winds from the Avrian Desert drive away vegetation, leaving behind bare stone and sparse, heat-scorched flora. Yet despite these harsh conditions, the Vegelange Plateau gives rise to striking natural landscapes, where evergreen plants enduring long droughts intertwine with dead trunks of fallen trees and lifeless rock. The living, the dead, and the never-living remind the attentive traveler of the fragility of this world.

THE CREATURES

Rock Ferret

A traveler who camps on the Vegelange Plateau may wake to find their provisions or valuables missing. Thieves are rare here, but rock ferrets are not, constantly carrying off scraps of food and small, shiny objects to their dens. The Vegelange master-physician Galen guards his Garden of Golden Apples from these nimble thieves more strictly than he watches over his alchemical instruments.

Budbird

Birds are scarce on the arid plateau, and those that remain are forced to adapt to a harsh, hungry existence. Among fossils and withered vegetation, the Budbird finds its sustenance. Despite its vivid coloration, it is far from harmless. Members of this species possess small yet powerful leathery wings, and a beak lined with sharp, venomous teeth. The Budbird feeds mainly on carrion and small animals. It rarely dares approach travelers who appear threatening, but once they pass from sight, a bloody feast begins.

Stonebreaker Beetle

A large stonebreaker beetle inhabits the Vegelange Plateau, occasionally appearing along the edge of the Avrian Desert. Using its massive proboscis, the creature crushes small fossilized formations in search of the minerals it feeds on. It is also known as the burial beetle, as it shatters not only stone, but also the bones and skulls of unfortunate travelers who have fallen into the ravines.

IMAGINE TAVERN

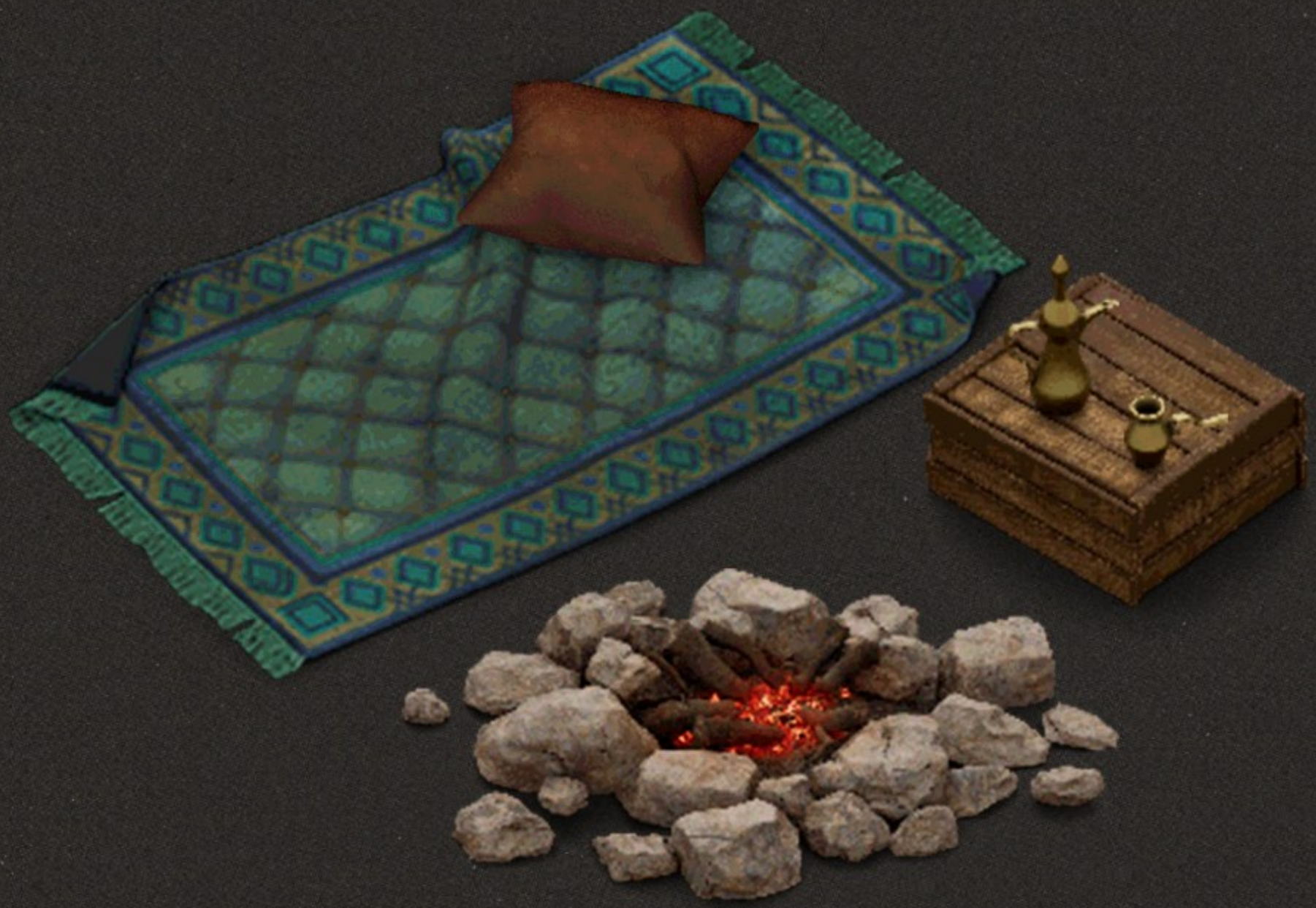


Imagine Tavern is a small studio inspired by the finest traditions of classic game design and open to new ideas. We see video games as a fusion of storytelling, deep mechanics, expressive aesthetics, and thoughtfully chosen technology. Our team of fewer than ten professionals brings personal dedication to every aspect of our work. We're united by a genuine desire to create strong, vibrant games.
Our current project, The Goddess's Will, embraces the spirit of the power fantasy genre, with detailed pre-rendered visuals and a deep focus on gameplay. We're working hard to deliver it in the best possible form.

Dear player, thank you for exploring the technical demo of The Goddess's Will. If you enjoyed the experience, we would greatly appreciate it if you shared your thoughts about the game and its concept on **Steam**, **Itch.io**, and other social platforms listed on our website, **thegoddesswill.com**.
We will continue to develop not only the demo content but also the world of The Goddess's Will itself.

See you in our blogs and on social media!





Compatible with:
WINDOWS 10/11
LINUX / STEAM DECK
MACOS BIG SUR (11.0)
OR LATER

Features:
VIBRATION
FUNCTION

Requires:
10 MEMORY
CARD BLOCKS

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The Goddess's Will

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PC
DVD-ROM
SOFTWARE