



Games
for Windows®

III DISCIPLES RENAISSANCE III

MANUAL



Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

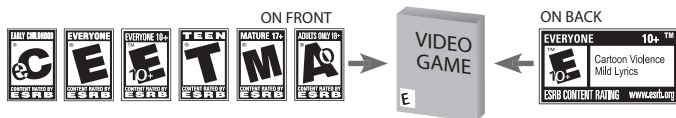
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

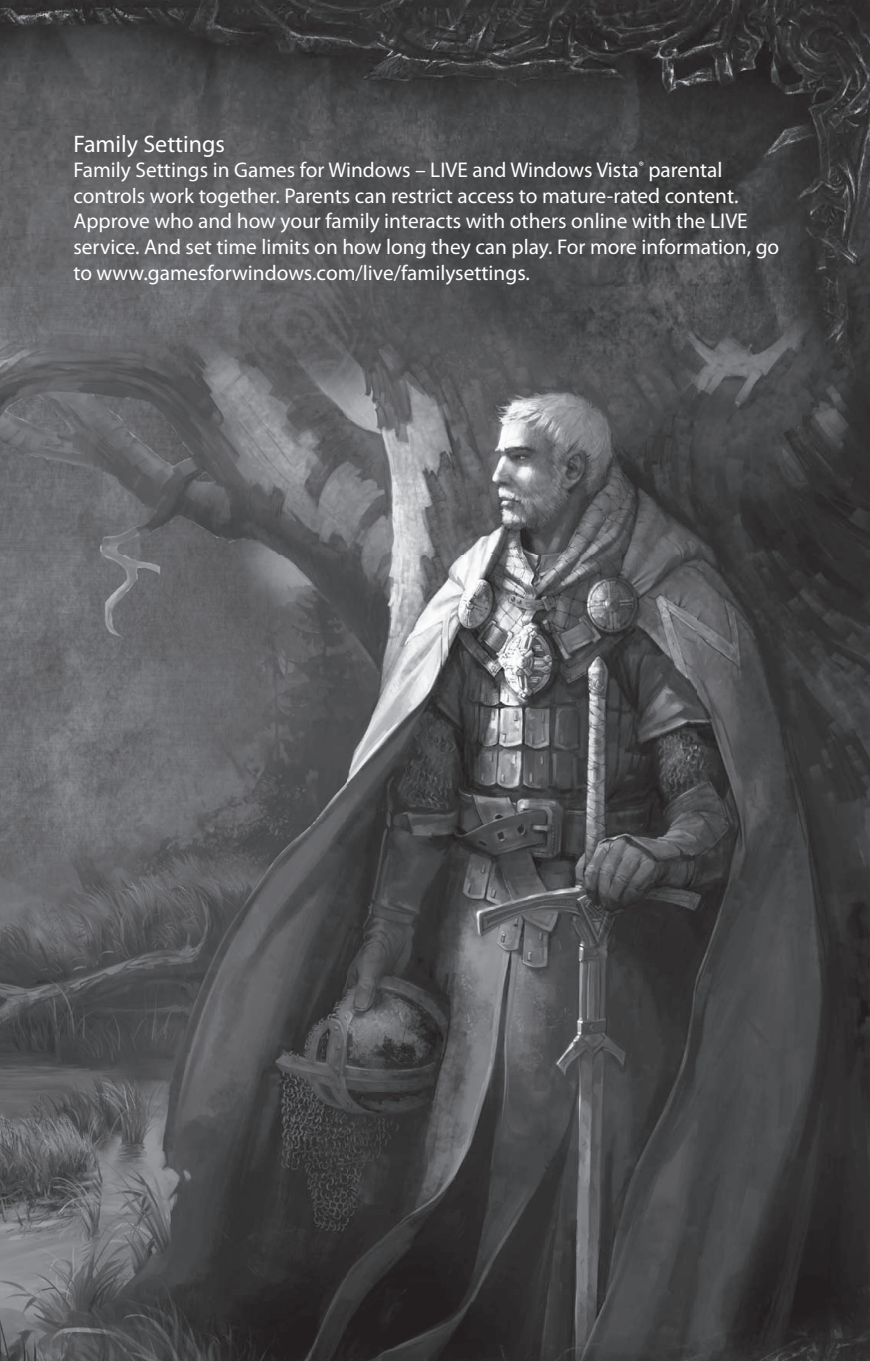
- Rating Symbols suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- Content Descriptors indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org

Family Settings

Family Settings in Games for Windows – LIVE and Windows Vista® parental controls work together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to www.gamesforwindows.com/live/familysettings.





CONTENT

I. INTRODUCTION	7
II. THE GAME UNIVERSE	7
The Dawn of All Times – History of Creation	7
Betrayal and Division	8
The Dark Times	9
The Great Wars	10
The First Great War	10
The Second Great War	11
Light and Darkness – A New Confrontation	13
The Uprising of the Elves	14
The Rebirth	15
The Races of Nevendaar	16
The Empire	16
The Mountain Clans	16
The Undead Hordes	17
The Legions of the Damned	17
The Elven Alliance	18
Other Denizens of Nevendaar	18
III. GAME BASICS	21
Main menu and starting the game	21
Main menu buttons	21
New game	22
Campaign	22
Single player	23
Load	24
Game options	25
Video settings	26
Sound settings	26
Combat settings	27
Introduction to the gameplay	27
Global map and movement	28
The map – interface and features	29
Moving around the map	31
Objects on the map	32
Character development	34
Character information	34
Character statistics	35
Party leaders	37
Leader interface	38
Skills	39

Inventory.....	40
Warriors	40
Party inventory.....	41
Item	41
Equipment.....	42
Potions.....	43
Artifacts.....	44
Quest artifacts.....	44
Combat	44
Combat locations.....	44
Combat interface.....	45
Course of action.....	47
Cover.....	48
Armor, protection, immunity.....	48
Critical hit.....	49
Death in combat.....	49
Combat outcome.....	49
Spoils of war.....	49
Capital	50
Capital menu buttons.....	51
Capital garrison.....	52
Hiring leaders and warriors.....	53
Capital guardian.....	54
Building structures.....	54
Store.....	56
Cities	58
City garrison.....	58
Capturing cities.....	59
Development and growth of cities.....	60
Magic and spells	60
Researching spells.....	61
Casting spells.....	62
Making runes.....	63
Terramorphing	64
Resources	66
Types of resources.....	66
Accumulating resources.....	66
IV. TECHNICAL SUPPORT	68
V. CREDITS	69
VI. KALYPSO MEDIA GROUP	71
VII. LIMITED SOFTWARE WARRANTY	72
VIII. LICENSE AGREEMENT	74

I. INTRODUCTION

Disciples III is a turn-based strategy game with role-playing elements. In this game you will lead one of several playable races. All races are unique and have their own heritage and specific characteristics; but one thing is common for all of them – they are desperately trying to survive in a dying world. Create armies to conquer new lands and protect them from enemies, while gathering talented warlords, accurate archers and powerful mages under your banner. Capture towns and power nodes, which will help you to spread your influence even further! You have the power to lead your race to greatness and decide the fate of Nevendaar!

II. THE GAME UNIVERSE

The Dawn of all Times – History of Creation

Nevendaar was created a long, long time ago by Bethrezen, who in those times was the superior angel of the Celestial Father, the only one who possessed the priceless gift of creation. The angel's mission was the creation of a perfect world, which was destined to be the pride and joy of the Celestial Father; a hymn to his glory. Bethrezen named his world Nevendaar, which meant "Sacred" in the angels' tongue.

The angel decided to share the joy of populating his new world with his peers, the other gods. His world was waiting for inhabitants like a blank canvas hungers for the touch of a brilliant artist's brush.

The first ones to be summoned into the lands of newly created Nevendaar were Gallean and Soloniel, whose love for each other was undying and limitless. Gallean's touch filled the barren lands with the rustling of leaves of the mighty trees, which shielded the soil from merciless sunrays. The tears of happiness shed by fair Soloniel, Gallean's beloved, poured over the land of Nevendaar like life-giving rain; and to men it would seem that this rain lasted for several years, but what feels like ages to mortals, is mere seconds to celestial beings. And so the oceans came into this new world.

Then Bethrezen did invite mighty Wotan. He struck the land with his powerful hammer, and the Earth was shaken, and mountain ridges arose here and there.

The world was more beautiful than ever – yet still lifeless. And so the assistants of Bethrezen populated it with their children. Out of the trees, the elves emerged: the eldest race of all. Life was born in the sea depths as well – now the merfolk, children of Soloniel, dwelled there. The mountains became home for the dwarves, who, to the surprise of their creator, decided not to stay on the

surface, but instead chose to found their underground realm.

Bethrezen didn't sit idly either, and when everything else was finished, he created one more race, meant to be the pinnacle of his work. He created men, who were given the most valuable gift there is – free will. From that point on, no one could compare with them in independence; neither was it possible to anyone to foresee what they were about to do – so unpredictable were they. Also, Bethrezen created animals – true and loyal servants and friends of men.

Betrayal and Division

Bethrezen looked at his beloved Nevendaar one more time and went to the Celestial Father to show him his world, created to honor the Creator of all things. Little did he know what was awaiting him and his world, into which he had put as much love as he possessed. For the lesser angels, who were tasked by Bethrezen to care for Nevendaar, were consumed by envy. Jealous of his power, they used Bethrezen's gift to his children – the freedom of will – as a tool to achieve their own dark goals. They planted the seeds of greed and malice in the hearts of men, which, in turn, led them to struggle first with each other, and then – with the other races of Nevendaar. Peace and harmony were no more. Men, led by the passions surging in their hearts and souls, sowed death in their wake, terrifying all those who had not yet known of war or violence.

What is mere seconds for gods lasts years for their children. And as the superior angel stood before the Almighty with joyous news that he had finally completed his mission, the Celestial Father looked upon Nevendaar, but didn't see what Bethrezen claimed to have done. Instead, he saw that the soil of young Nevendaar was soaked in blood; nature's beauty, admired by all gods, could now hardly be seen through the fires and smoke... The world seemed to cry in terror and pain.

Words fail to describe the wrath of the Almighty as he looked upon Nevendaar. What was it? Betrayal? Mockery? How could he dare to defile his sacred mission in such a way? The chastising hand of the Celestial Father threw the flawed angel into the depths of Chaos and sealed him in that prison forever.

And as much light as was once in the heart of the Fallen before his punishment, so much darkness was there after it – he was left in solitude, betrayed by everyone. The Celestial Father betrayed him – by throwing him into confinement and dooming him to suffer for the sins that were not his. His peers, the angels, betrayed him – and Bethrezen's only fault before them was his love for the Almighty. And finally, men, his own children, betrayed him – his beloved men, who were meant to live in a world devoid of malice and evil.

Apparently, this had stricken the Fallen the most, since the men had betrayed him thrice. First, they failed to stand up against the lesser angels, who were consumed by their envy, thus putting their divine gift – the freedom of will – to

evil ends. Second, they sacrificed the young world into which Bethrezen had put all his love to the darkness born in their hearts - for it was their cruelty and lust for power that plunged Nevendaar into many bloody wars, which, in turn, were the cause and reason for the divine wrath. And finally, as Bethrezen fell, they immediately began to worship the Celestial Father. To him they now offered up their prayers, thus pushing their creator even further away... for it was their fault that the punishing hand of the Almighty struck Bethrezen.

Therefore, the revenge of the Fallen was primarily directed at men. Bethrezen, despite being held securely in his prison, managed to create another race. He gifted his new creations with not only his strength, of which he still had enough, but also his rage, his fury and all the pain of his soul, fatally wounded by the betrayal of all he held dear. And so the demons came into Nevendaar, and their mission was to punish the ungrateful humans.

The Dark Times

Bethrezen's punishment, followed by the creation of the demons, initiated a new series of terrifying events in Nevendaar. Not a single race, not a single one of the gods who had participated in the creation of this world would be spared. Everyone had to drink that cup of bitterness.

The demons broke into the world, guided by their creator's rage and the desire for revenge. Every life form was hated by them; everything they saw enraged them even more. They were determined to crush and destroy everything in their wake, and the fate of those who stood up against them was gruesome, to say the least. The first ones to stand against this horrible horde were the elves. Woods were dying in the fires, and the children of Gallean were forced to run for their lives. They headed into the mountains, hoping that the dwarves would help them. But they were wrong. The children of Wotan saw the escaping elves as invaders; they thought that the elves were actually trying to raid their kingdom. Few managed to escape the insatiable flame - only to fall to the hammers and axes of the Mountain Clans warriors.

Soloniel and Gallean were enraged. They confronted Wotan, demanding that he punish his children for their cruelty. The elves were innocent; they sought only aid and protection. In the heat of quarrel, Wotan killed Gallean, tore out his heart and threw it into the sun. The fair goddess saw her beloved murdered right before her eyes, and was terrified to the bone. She rushed after the still beating heart, hoping to retrieve it.

But the sun's heat was too great, and even the gods were not allowed to reach for it. Soloniel's fate was terrible. She feared for her beloved so much, that there was only one thing she cared for at that moment - save him no matter the price. She did manage to grab the heart, but the pain of her burns was intolerable, and her beauty was gone forever. The worst part of all was that her sacrifice was in vain. The retrieval of Gallean's heart didn't help - he never woke up. The

goddess suffered from great pain, and this pain combined with the loss of her beloved one drove her to madness

Soloniel's beauty – once the reflection of her pure soul - burned in the searing flame of the sun. Moments later, her soul itself was consumed by the dark flame of anguish. The goddess – who was once so gentle and loving, who helped create this world with tender joy – transformed into her complete opposite. It would probably be correct to say that Soloniel died along with Gallean. Mortis, a new goddess, stepped into Nevendaar... and she looked no less terrible than she was corrupt from the inside.

The Great Wars

The First Great War

Six thousand years had passed since Bethrezen was exiled by the Celestial Lord. It took the Fallen that long to find the breach in his prison. The Legions of the Damned broke loose and started the preparations for an unholy ritual, which was supposed to reincarnate the Fallen in a human body.

No one would have known the consequences if they succeeded, were it not for the divine revelation given to Memnor, the oldest and wisest Keeper of Knowledge of the Mountain Clans. His dream foretold great misfortune to all his kin. A council was held in the Griffin Peaks, and the sage spoke of his vision, sharing his knowledge with all dwarves: the end of the world was approaching. A great battle is about to begin, which will destroy the world. Only the knowledge of the ancient runes, granted to the dwarves long ago by Wotan himself, could save the doomed people. But that knowledge was lost long ago, and the Keepers of Knowledge who could help to recover it had long passed. A handful of heroes departed for the land of Hael to seek the lost rune of wisdom. They overcame countless perils and returned victorious.

In the meantime, the demons had captured Nornden, a city of the distant northern seas. From the sacred Well of Destiny, they took the magical liquid metal Uru – it was meant to become a dagger, which was needed for the future ritual. Once the dagger was forged, Bethrezen told his subjects who had been chosen to become a new vessel for his soul – Uther, son of Emperor Demosthenes, heir to the throne. That would have been a well-deserved revenge for the betrayal. The queen, who fell in love with the Lord of the Demons, and her son were abducted by demons and brought to the site of the ritual, a cursed mine of the Mountain Clans. But thanks to the Celestial Father, the dwarves and men became aware of the evil plan. The allied forces of the Empire and the Clans managed to disrupt the ritual and, with the newly recovered rune of wisdom, sealed the demons in their temple in the mountains. But the taste of victory was bittersweet: neither the queen nor the heir returned to heartbroken Demosthenes. The queen died during the assault, killed by Imperial soldiers – for the succubus who possessed her soul had also altered her body. The boy was never found.

At the same time, the haze of insanity clouding the mind of reborn Mortis faded. For many centuries, she had been crying out the name of her lost husband into the Void to no avail. Now her madness stepped aside, giving room to the recognition of her loss – and desire for revenge. Wotan refused to punish the dwarves who had killed the children of her beloved Gallean? In that case, she would do it herself – restoring justice and taking vengeance on Wotan, who would be hurt a lot to see his people suffer. But even a goddess would find it hard to battle an entire race on her own, especially one patronized by another deity. The bodiless Mortis needed an army – and she knew where to acquire it.

Her target was the southern land of sorcerers, Alkmaar. Her choice was well thought over. Alkmaar's mages were mostly necromancers, and their customs were rather strange. They carefully preserved the remnants of their dead, which continued to exist as members of their families even after death. Sorcerers of Alkmaar presented a great danger for Mortis – perhaps, they were the only ones capable of opposing her. The Bodiless Goddess sent a virulent plague on Alkmaar, and the poison of her breath was so powerful that even those who were long dead could not escape its decaying touch. The dead of Alkmaar, who had always been the advisors and protectors of the living, had turned against them. The religion of Alkmaar, which gave its people power over the dead, was their downfall. In the end, only a lifeless desert remained in Alkmaar's place – and Mortis had an army of the living dead at her disposal.

With the aid of this army, Mortis exacted her revenge. Countless warriors of the Mountain Clans fell in the battles with her undead horde; among them was the venerated dwarven king, Sturmir Stormhammer. The pain of loss and her love for Gallean didn't weaken any in the wounded heart of Mortis... but for the first time, she felt at peace. She dismissed her army of the dead and turned away from this world, patiently waiting for the return of her beloved Gallean.

This was the end of the First Great War.

The Second Great War

With the aid of the Mountain Clans, the Empire defeated the demons, thus preventing Bethrezen's return. But the price of victory was terrible: the queen and the heir were both lost, which meant that internal wars and division would be inevitable once the monarch was dead. The dwarves lost their beloved king, but were not defeated. They retreated deep into the mountains, into the underground city of Svatafaheim. The Horde was dismissed, as Mortis felt her lust for revenge satisfied. But peace would not last for long in Nevendaar. A new misfortune loomed on the horizon: the battle foretold by Memnor. The end of days was coming.

Ten years passed, and the seals of Bethrezen's prison began to weaken. Attempts to reseal the breach failed, and a child emerged from the breach – Uther, the lost heir of the Empire, whose body was now the vessel for the Fallen's soul.

The humans rejoiced, but they couldn't know that the boy's soul was poisoned. They saw the truth when Emperor Demosthenes fell at the hand of his own son – but it was too late, for now the Empire was left without a ruler. Still, Bethrezen's plans were foiled, for the ritual was not carried out properly, and the Lord of the Demons had not subdued the boy completely. Uther's own hopes to rule the world after claiming the power of the Fallen would also not come true.

When Mortis learned of the arrival of Bethrezen's vessel, she returned from her drowsiness, and the undead hordes arose again. There was a glimpse of hope to revive Gallean, for the spirits revealed to Mortis that the sacred blood of the demonic child had the power to do so. She was determined to achieve her goal no matter the price. The servants of Mortis seized Uther and started preparations for the ritual of the resurrection. The mad and cruel goddess would stop for nothing, and even the elves fell prey to her wrath. The elven queen Taladriel was slain, and the forest folk lost all protection. Evil stepped under the canopy of the ancient woods, and there, surrounded by unspeakable abominations and horrors, Gallean was brought back to life. Fear and loathing filled his heart as he saw what had happened to his beloved children. He realized that his beloved Soloniel was lost forever, and there was now nothing left in Mortis' heart but darkness and insanity. Gallean abandoned his reborn love, who never realized what she had become.

As for the Clans... they were to fight many battles and suffer great losses, for this was their destiny. Morok Skykeeper, who had succeeded Sturmire on the dwarven throne, also departed – yet he was not slain by ruthless enemies, but rather his own subjects. The old king lost his mind when the ancient rite of resurrection hadn't brought back his beloved son, who fell while trying to seal Bethrezen's prison. The elders couldn't make Morok listen to reason; no words would awaken his fatally damaged mind. After Morok's death, Princess Yaata'Hally ascended the throne. Many grey-haired warriors doubted her ability to lead the Clans in these troubled times, but the young dwarven lady proved worthy of her ancestors. Old runes, thought to be lost forever, were rediscovered, the alliance with the Empire was restored and by her order, the dwarves performed a sacred rite, which allowed them to restore their link to Wotan and invigorated their deity. But the grandest of battles was yet to come. Ragnarok was approaching, and the deities themselves fought in the heavens of Nevendaar for power and for their own lives. During that time, Wotan was unable to aid his children, and the invincible serpent by the name of Nidhogg, the spawn of the dark forces, came into their lands. Only true faith, courage and the aid of ancestral spirits allowed the dwarves to weaken the fearsome enemy. When he was finally destroyed, the end of days had been staved off

Light and Darkness – A New Confrontation

The end of the world had been staved off, but there was still no peace in Nevendaar. The Empire was ravaged by internal strife, which was inevitable, since Emperor Demosthenes died leaving no successor. Bethrezen was furious at his failure to break out of his prison, and so he prepared a plan to take vengeance on those who blocked his way to freedom. Mortis, who had done the impossible to bring her beloved back to life, was outraged by his betrayal and longed for revenge as well. The Mountain Clans attempted to recover after all those battles – the price they had to pay for their victory was terrible indeed.

The elves dreamed of peace, too. Gallean was very happy that his children were still alive, and so he sent Laclea, his messenger and avatar, to them. His destiny was to bring peace to the lands of Nevendaar and unite all its races, but that was fated to never happen. The prophet was slain by demons, who wanted to use his power in order to free their master, and this was the beginning of yet another chain of terrible events in Nevendaar.

Three people were struggling for the throne of the Empire: noble paladin Amry, Baron of Abrissel, Umbriel, Duchess of Vircillia, former head of Demosthenes' Royal Secret Service, and Count Flamel Crowley, leader of the Inquisition and its army of zealots. The latter was deceived and used by the demons, yet he firmly believed that he was serving the celestial cause. He was the scourge of his own people, and many others as well. The dwarves and elves were also persecuted, and none could feel safe wherever the sinister shadow of the Inquisition loomed. Eventually, the fanatic was killed by Amry's warriors, and only in the last moments of his life did he realize whom he was really serving, and who the mastermind of all the terrible plans he had helped to implement was – himself being nothing more than the puppet of demons. He was seized by great fear, but it was too late for him – the demons were already waiting for his soul on the other side, for Flamel had given it to them willingly.

In the meantime, the demons managed to bring another plan of their master's into play. Bethrezen, seeing that there would be no way for him to regain freedom in the foreseeable future, decided to drown Nevendaar in blood. Having captured three grand elven cities, the sacred triad that guarded an extremely potent mana source, they used its power to unleash a terrible plague upon the people of Nevendaar. The source of this corruption was the powerful demon Nebiros, who broke free from his dungeon. Amry and his warriors, with the help of Umbriel, managed to defeat the demon, and he was thrown back into Hell. The plague, which, according to Bethrezen's plan, should have destroyed the Empire, instead united it under the rule of two most deserving monarchs. King Amry and Queen Umbriel ascended the Empire's throne.

But still the deeds of demons hurt the men severely. A fragile alliance be-

tween men and elves was shattered. Using Crowley as their puppet, the demons framed Amry and accused him of slaying the prophet. The elves withdrew deep into the woods, bearing a grudge against men, and Lacla'an himself became Mortis' minister of vengeance on Gallean. She took his remains from the demons who had killed him, and resurrected him as a son of her own. From that point on, there was no place in his heart for wisdom and light – only malice and hatred for all living things. The time had come to show Gallean his reborn son. And Mortis wouldn't waste effort to do it by herself, for it's always easier to make a cat's paw of someone else. So Mortis once again turned her eyes to the hated Mountain Clans.

The plan matured when the barbarians, captured and tortured by the undead, revealed their sacred secret. The northern warriors possessed special magic amulets, which granted them great powers. With these talismans, any of them could assume the form of a spirit wolf, which were considered by the Mountain Clans to be Wotan's messengers. The pious dwarves rejoiced when they received a message from their beloved God – or so they thought. They began to hastily prepare a ritual, for they thought that it was Wotan's will. Little did they know that they would not hear the voice of Wotan in the end, for they were walking right into the trap set for them by the servants of Mortis, who had assumed the form of the spirit wolves.

The undead rushed into the sacred circle and killed many recently initiated Keepers of Knowledge. Dark Lacla'an finished the ritual and then called upon Gallean, his father. As the forest god heard his sacrilegious speech, he was infuriated. His hate, unleashed upon the world, gave birth to the Beast of Gallean, the incarnation of the forest god's darker side. The undead had achieved their goal – for just one fleeting moment did proud Gallean feel the hatred that drove his rejected love, but it was enough for him to be changed forever. Many of his own children, as well as the undead ones, fell at his hand. Two ancient races joined in death, brought upon them by the feud of their creators. Once Gallean came to his senses, he was terrified. He abandoned the elves, fearing for their future and realizing that he wouldn't be able to protect them from himself.

The Uprising of the Elves

The hate that broke out in Gallean's heart drove him to madness. Now, two personalities coexisted within him – a kind god of the woods and a furious wild beast. Shortly after that, there was a split of the elven race, and, like their god, the once united folk were divided. Noble elves, wise and calm, chose a path similar to that of men. They built cities, forged marvelous armor and were eager to ally with other friendly races of Nevendaar in their aspirations. On the other hand, wild elves, furious and distrustful, preferred the quietness and peace of the deep thicket. They guarded their territories like fierce

beasts, and anyone who dared to cross the borders of their realm was risking his life.

Long had the forest folk not heard the voice of their God, who feared causing his children even more pain, but finally the silence was broken. Oracle Millu became the voice of Gallean. Her eyes gleamed with unearthly light, reflecting two grand figures: one of which cast blinding light, and the other surrounded by the shroud of darkness. She spoke the will of the elven god, and the eleven tribes, now united, marched towards their destiny. This was the beginning of the elven uprising. The start of this journey was spattered with innocent blood – peaceful inhabitants of a human village fell by elven blades. The rest of their way was clouded in a bloody haze.

The oracle's words sowed fury and hate in the hearts of the elves, and the elven warriors gave their enemies no quarter. Thousands of arrows sang their deadly song, collecting the bloody harvest... for such was Gallean's will. Many dwarves fell, smitten by the avalanche of elven hatred accumulated over all those long years. Millu herself slew wise and valorous Queen Yaata'Hally, and the dwarves mourned her. Men, the former allies of the elves, would not be spared by them either. The fall of the great fortress Temperance was the turning point in the history of all three races. Once, it was the symbol of friendship between elves and men; now its fall marked the beginning of the feud.

The elves took their vengeance on everyone they considered guilty – no matter if they really were. But even the victory at Temperance had not satiated their lust for blood. Millu was already seeing that her god had gone mad, but she realized that the bloody march of her people could no longer be stopped.

The Rebirth

The world of Nevendaar is far from perfect. Endless wars tear apart the once prosperous lands. The angel Izeril believes that only the complete purging of corruption from Nevendaar could please the Almighty. But only the celestial envoy, Inoel, can perform this purge. By the will of Izeril, she must descend from the skies to the Earth, collect the Force of the World and release it on the altar in the Temple of Ascension. The cleansing flame will purge everything unworthy from the world, and then the inhabitants of this renewed world will sing praises to the wisdom of the Great Heavens.

A star suddenly appeared in the skies of suffering Nevendaar. Shining brightly, it crossed the sky and fell somewhere not far from the borders of the Empire. Every race saw this as a sign. But while the shamans and seers all over the world struggled to find out what kind of prophecy it could be, Bethrezen, who also once walked the skies, already knew the answer. It took him just one look upon the skies to realize that the gods once again decided to interfere in the affairs of mortals, and the star is none other than a powerful envoy of Heavens destined to change the fate of Nevendaar. The mission of the envoy, though, was of little importance to the fallen angel, for he was planning to capture the celestial be-

ing and use its power to undertake another attempt to return to the Heavens. Bethrezen summoned Haarhus, his most loyal servant, and ordered him to seize the celestial guest and bring her to him by any means.

But Bethrezen is not the only one to seek the celestial guest. The Imperial guardsman Mizrael knows of one who is destined to change the world as well – and he advises the Emperor to dispatch a squad of knights and seek out the fallen star.

The Races of Nevendaar

The Empire

The creator of Nevendaar, the angel Bethrezen, gave birth to men; to him, they were the pinnacle of all his work. With their appearance in Nevendaar, the creation of the world was finally complete. Bethrezen gifted his children with the divine boon – the freedom of will; it was this gift that made them the most independent – but also the most unpredictable race in Nevendaar. This race is a perfect reflection of its creator's personality: the improbable and incomprehensible combination of the true light that once shone in Bethrezen's soul, and eternal darkness which now possesses the Fallen. That is why people are so different – you can never tell whether a man standing before you is the noblest of mortals, or if he is lower than a snake and will kill you for a copper as soon as you turn your back on him. These days, men worship the Celestial Father and consider their former creator Bethrezen their worst enemy. They've always been very religious – and the duality of their nature is also well seen in their zeal. True faith is the power that guides the hands of the Empire's greatest warriors, holy knights and protectors of the faith; it helps the clerics to heal wounds and even push away death itself. And yet the same faith gives birth to fanatics, who are often more fearful to their people than their enemies.

Men are the most disciplined race of Nevendaar, and they have produced many brilliant warriors and warlords. Also, they are second to none when it comes to healing and blessing those fighting at their side for the glory of the Empire.

The Mountain Clans

Dwarves are one of the eldest races in Nevendaar. The powerful god Wotan created them shortly after the world itself was born. Inaccessibly high mountain peaks are their home, where they can feel safe. These harsh conditions made them even more hardened; dwarves are as sturdy as the mountains themselves, among which they dwell. Dwarves are the best smiths around; there are none who can rival them in the art of making armor and weapons.

The dwarves were always a peaceful folk, much more inclined to solving the mysteries of the deep Earth than to fighting. But those who try their patience should know better – when the dwarven warriors reach for their axes, they become unstoppable, much like a furious avalanche sweeping away everything in its path. Few in this world have more strength, skill and battle fury than the children of Wotan. The dwarven community is divided into clans, and the Dwarven King, elected by the council of all clans, rules them all. This is a great honor, and only the most esteemed and noble dwarves, whose services to the dwarven folk are great, can become kings.

The Undead Hordes

The inhabitants of Nevendaar are strong and valiant. Those who are not courageous enough find it hard to live in this world, for it is very dangerous place to live, and one can die at any moment. But even the most valorous and brave tremble at the sound of Mortis' name – for she, and her children, the Undead, can inspire fear in anyone. For even in death, the ones who fall at their hands will not find rest; but instead they will rise again and join the army of their own killers, becoming the worst enemy to those who were once dear to them. The history of the undead begins long ago, with the sorcerers of Alkmaar. Killed by the plague created by Mortis, they formed the core of her army. The undead cannot create life, and for this reason they should have been extinct long ago – but instead they can share something they have in abundance – death. So more and more recruits gather under the banner of the incorporeal goddess... for no one can escape his own demise, and sooner or later everyone will have to go. And when you are about to die, your only hope to avoid this terrible fate is praying to the gods that they let you go for good.

The Legions of the Damned

If there is a force rivaling Mortis in causing disgust and fear in the hearts of all peaceful inhabitants of Nevendaar, that would be Bethrezen's younger children: the demons, who call themselves the Legions of the Damned. And they are called so because they are many, and all of them are cursed along with their creator, who was thrown into the fiery hell by the stern Celestial Father. Like men and dwarves, they are fearful in battle, but they win battles not by virtue of true faith or superior skills in combat – their devouring rage and fury is what makes them so formidable.

They say that demons know no fear. Indeed – what can possibly stop a being that knows that after falling in battle, it will once again be sent to the hell where its kin dwell, and there it shall be reborn and become even more powerful than before? Probably, only the wrath of Bethrezen is something they have to fear, for the ire of the Fallen is too great for even a demon to withstand.

Born in the roaring flame of the prison where the betrayed angel was doomed to suffering, they are now driven by the pain and hatred of their creator. They are destined to bring the cleansing flame upon the lands of Nevendaar and chastise those who had denied their creator and abandoned him. Bethrezen's lust for revenge is insatiable, and so his monsters will come into the world of Nevendaar over and over again, until their mission is fulfilled.

The Elven Alliance

The eldest race, wise and always mournful (probably because they have lived for too long and seen so much of evil and injustice), elves rarely abandon their homes – lush woods and thickets. The first sentient beings in Nevendaar, they were used to solitude, and therefore they don't much trust the outsiders, rightfully believing that they will disturb their peace. Like men, they combine two opposites – they are intelligent, wise and noble, but at the same time they are rather wild and somewhat cruel. But the cause of such duality is not the same as in the case of men. Such disarray is caused not by the freedom of will which humans possess, but rather the nature of the divine being, to which they still have a strong connection. Galleen, the elven god and creator, severely punished by Mortis for his betrayal, combines the two sides of his nature – one is a benevolent being, full of love to all living things, and the other is a violent beast bent on destruction. And so, the elves divided as well – some are noble, and some are wild. The first are open to the world and willing to make alliances with other friendly races; wild elves, on the other hand, seek only peace and solitude, and those who dare to disturb them will quickly make themselves powerful enemies. The elven realm is the kingdom of autumnal forests, and eternal autumn is in the hearts of the elves. For this is the essence of the elven race: the beauty of departing life, great wisdom and great sorrow, and the presentiment of the coming sleep, which may turn out to be eternal. Very few realize that deep in their hearts, they do hope to see the very distant but so longed-for spring.

Other Denizens of Nevendaar

Nevendaar is not only inhabited by the five sentient races shaping the destinies of this world, There are many more beings... sentient and mindless, wondrous and common. There are many whose contribution to this world might not seem like much, and yet without them the world would be different. There are wild animals, struggling for life in barrens and thickets; mysterious beings, majestic and frightening, benevolent and evil. So any adventurer who desires to see this world, is advised to know beforehand whom he might meet along the way.

First of all, a wanderer can meet men who are not subjects of the Empire. They are plentiful on the roads, on the countryside and in less populated districts. These are

mainly bandits, mercenaries, who would not mind robbing someone, or simple peasants who have given up hope at earning an honest livelihood.

Besides men, there are also giants – humanoid creatures of great height and strength. Several of them serve the Empire and are known as titans. Others, though, are hostile to men.

Another common folk of Nevendaar are the greenskins; any adventurer will have to deal with them sooner or later. The greenskins are not only numerous, but also very diverse – from small and weak, yet cunning goblins to huge, dim-witted trolls who can kill an armored warrior in a single blow. The history of this folk is unknown. Some say that the greenskins used to be people, but eventually lost their human form as the result of some evil sorcerer's cruel experiment. One can only guess if it was successful, or if this race's creation was the result of a mistake.

In the sea depths dwells yet another race – one of the most ancient in Nevendaar, created by Soloniel before her terrible transformation – the merfolk. Occasionally they appear on dry land, and everyone runs away from them in terror, for the minds of water and land creatures are way too different, and not many can reason with them. Even fewer can hope to best them in a fight.

Demons and undead creatures can be a threat to a lonely wanderer, too. Not all of them have masters, but any of them will gladly pick on the meek. And once the full moon rises, it becomes even more dangerous in the lands of Nevendaar, for that is the time of the werewolves, who are cunning and strong, and vulnerable only to magic.

Common animals and beasts are also quite plentiful in these lands, and they are by no means less dangerous than highwaymen or evil spirits. There are many wolves, which are rightfully feared even by seasoned adventurers, for these ravenous animals always hunt in packs. Packs of grey wolves can be met almost everywhere; they are led by strong alpha wolves, who are expert hunters. White wolves inhabit the northern lands; their thick hides are highly valued by craftsmen. There are also bears, which are very strong and aggressive. Also, an adventurer can meet poisonous spiders – the most abhorrent beasts of Nevendaar.

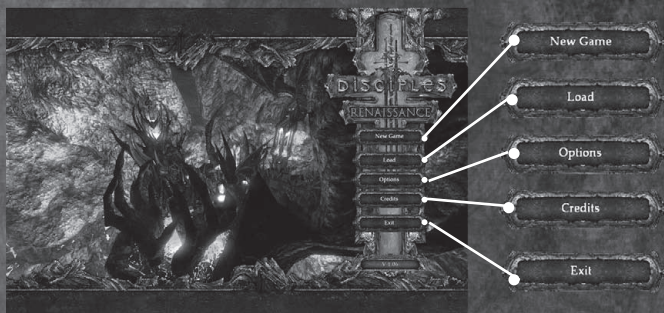
The last but certainly not the least race of Nevendaar is the dragons, ancient and very powerful kin. Long ago they were allied with the elves, but after their deity and ruler Doragon passed, they stopped cooperating with other races and were filled with distrust and scorn for anyone but their own kind. There are green, red and black dragons. All of them – even the green ones, which are considered the weakest among them – are tremendously dangerous, and few have seen a dragon and lived to tell the tale. There are also bone dragons – horrible undead creatures, which fortunately, are extremely rare.



III. GAME BASICS

Main menu and starting the game

Main menu buttons



New game – takes you to the new game screen

Load – takes you to the loading interface

Options – takes you to the options screen, where game settings can be altered

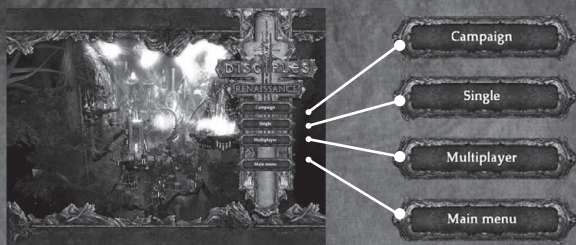
Credits – displays information about the creators of the game

Exit – exits the game and returns to Windows



New game

The «**New game**» button opens the screen shown below:

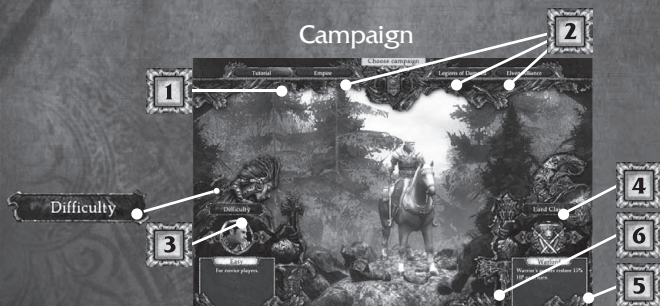


Campaign – opens the campaign selection screen, where you can play as one of the playable races

Single player – opens the single-player mission selection screen

Multiplayer – opens the multiplayer game selection screen

Main menu – returns to the main menu



1 – Start the tutorial campaign

If you are playing Disciples III: Renaissance for the first time, we recommend that you start with the tutorial campaign.

2 – Choose your race.

Your next step is choosing the race for which you wish to play. At this time you can play as Men (The Empire), Demons (The Legions of the Damned) or Elves (The Elven Alliance).

All the sagas of Disciples 3: Renaissance share a common storyline, so in order to better understand the plot, we recommend that they be played in the following order: the Empire, the Legions of the Damned and the Elven Alliance. Still, you can start playing with any race if you wish.

3 – Select difficulty.

Select one of the three difficulty levels (Easy, Normal and Hard). The higher the difficulty level, the more powerful the enemies you will have to fight and the more experience you will earn for your victories.

4 – Select the class of the Lord.

After you've made your choice of race, select the class of the Lord who shall be its ruler. There are three types of Lords in the game, and each of them will provide you with specific benefits:



Warlord – at the end of each turn, all warriors of your race recover 15% health.



Mage – allows the casting of two spells per turn instead of just one.



Sovereign – increases the income of resources by 30%.

5 - Start the game

Start the game in campaign mode with selected parameters.

6 - Cancel

Return to the main menu.

Single player



On this screen you can choose one of the available missions to play in a single player mode.

1 – Mission name

2 – Coat of arms

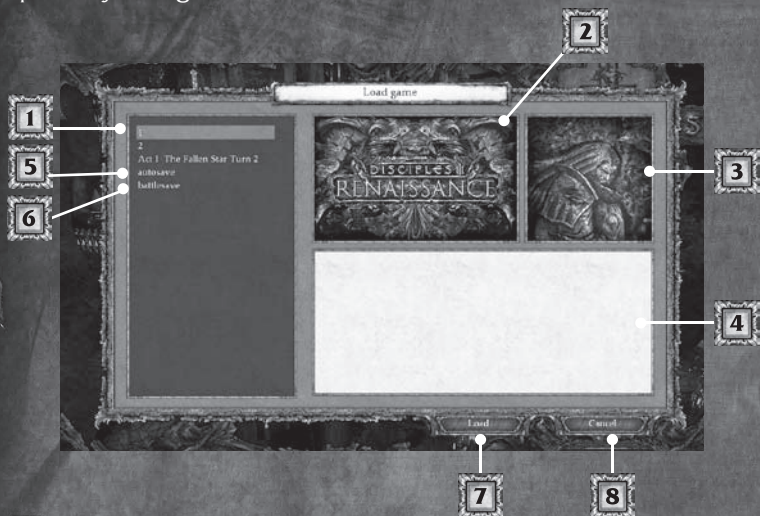
3 – Mission description

4 – Start the selected mission

5 – Close this interface and return to the previous screen

Load

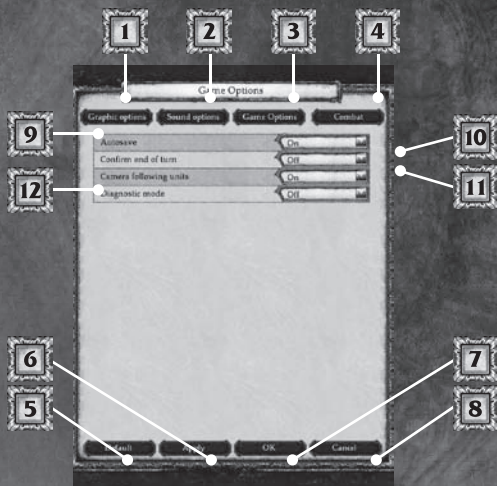
The «Load» button opens the loading interface, where you can load one of the previously saved games



- 1** – The name of the saved game
- 2** – The screenshot of the place where the game was saved
- 3** – Your race's coat of arms in this mission
- 4** – The objective of the mission or this chapter of the saga
- 5** – Autosave – the autosave file. It is automatically rewritten at the moment when you end your turn every time in any single-player game, as long as this function has not been disabled in the game options.
- 6** – Battlesave – the autosave file. It is automatically rewritten at the moment when you start a battle every time in any single-player game, as long as this function has not been disabled in the game options.
- 7** – Load the selected saved game
- 8** – Close the loading screen and return to the main menu

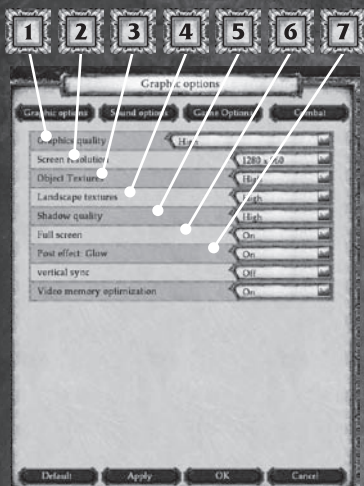
Game options

All buttons described below are common for all option screens and are displayed on each of them.



- 1** – **Video** – takes you to the video settings screen
- 2** – **Sound** – takes you to the sound settings screen
- 3** – **Game** – takes you to the gameplay settings screen
- 4** – **Combat** – takes you to the combat parameters settings screen
- 5** – **Default** – restores all settings to default
- 6** – **Apply** – activate the changes applied in the settings
- 7** – **OK** – saves changes, closes the options interface and returns to the main menu
- 8** – **Cancel** – closes the options interface and returns to the main menu without saving changes
- 9** – **Autosave** – mode toggle. Turns the automatic saving of files avtosave and battlesave on or off
- 10** – Toggles the confirmation of the end of turn.
- 11** – Toggles the tracking camera on or off.
- 12** – Turns the diagnosis mode on or off (this mode can be useful if you're experiencing problems with freezes or crashes of the game)

Video settings



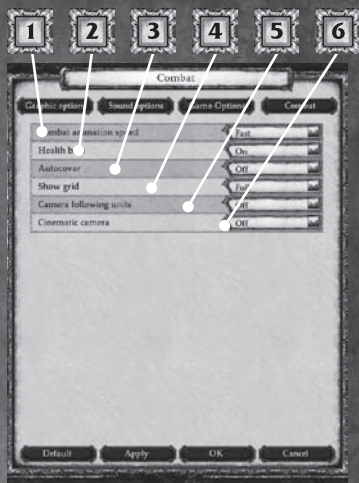
- 1 – Graphics quality menu
- 2 – Screen resolution menu
- 3 – Texture quality menu for characters
- 4 – Texture quality menu for objects
- 5 – Shadow quality menu
- 6 – Full screen mode on/off
- 7 – Glow post-effect on/off

Sound settings



- 1 – Music volume
- 2 – Effects volume
- 3 – Voice volume
- 4 – Environments volume
- 5 – Characters' cues on/off
- 6 – Silent mode on/off
- 7 – Music decode mode toggle
(«on the fly», «at the start»)

Combat settings



- 1** – Combat animation speed menu
- 2** – Toggles the HP indicators of units on the tactical map
- 3** – Toggles automatic cover
- 4** – Toggles the mode of displaying the tactical grid (movement area, entire field, off)
- 5** – Toggles the automated tracking of camera in combat
- 6** – Toggles the «drama effect»

Introduction to the gameplay

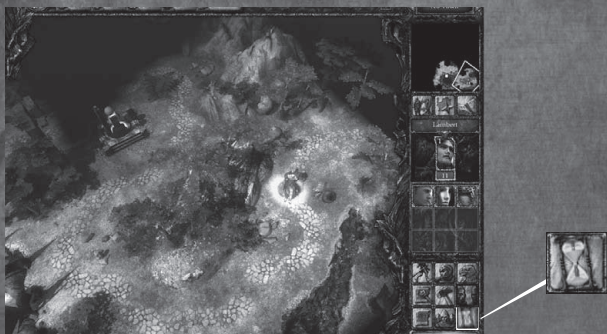
Disciples 3 is a turn-based strategy game, in which all sides participating in a mission take turns in order. As you play, you will notice the changing of night and day. This feature has not only visual, but also tactical meaning, since particular characters have advantages in battle during a particular time of the day.

During your turn you can perform the following actions:

- Move the squad leaders on the global map until they use up their movement points (completely or partially)
- Gather resources and treasures on the local map
- Visit dungeons (via activation of special interactive buildings on the map)
- Activate the objects on the map, which restore health and movement points, apply buffs or provide experience and additional skill points
- Participate in battles with monsters and characters under the control of AI or other human players
- Capture neutral cities or cities belonging to another player
- Build structures in the capital (one can build no more than one building per turn)
- Learn spells (one can learn no more than one spell per turn)

- Cast spells on the global map,
- Hire warriors and leaders in the capital and smaller towns
- Hire warriors and leaders in mercenary camps,
- Manage squads and garrisons (resurrection, healing, disbanding)
- Buy and sell magical items (rings, spheres, amulets), equipment, artifacts, potions and runes at merchant stores
- Use the help of instructors in training camps in order to increase the experience of leaders and common warriors
- Place border guardians at the power nodes

After you have completed all desired actions, press the button in the lower right corner of the screen.



Once you have finished your turn, the other sides will take their turns one after the other; the first to go will be the playable races controlled by the AI or other human players, then the neutrals. After they are done with their turns, your next turn will begin.

Global map and movement

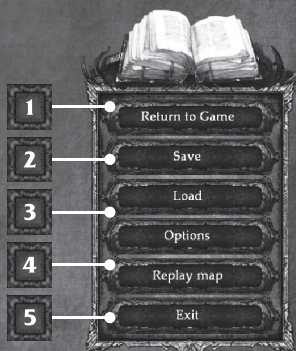
The global map is one of the most important areas of the game. You will see it at the very beginning of the game. It takes up the largest part of the screen; all units move on the global map, spells are cast on the map, and so on.

The map – interface and features



1 – Game menu.

This button brings up the game menu.



1 Return to game – closes the menu and returns to the game

2 Save – saves the current game

3 Load – opens the loading interface

4 Options – open the options interface

5 Exit – finishes the current game and returns to the main menu

2 – Resource panel

On this panel, you can see the amounts of the resources you have: gold, stone and mana of various types.

3 – Help

Brings up the help interface, which provides useful information regarding various aspects of the game.

4 – Cities

This central button allows you to enter the city and brings up the city interface without moving a leader into the city. The arrows can be used for switching between cities.

5 – Minimap

When minimap mode is turned on, you will see the world map here. It shows the territories you have already explored; the unexplored land is hidden by the fog of war. The white rectangle indicates the area that is currently shown on the global map.

6 – Auxiliary control buttons



1 Leaders / Guards – this button is used for switching between modes of managing leaders and land guardians

2 Minimap / Income – this button is used for switching between modes «Minimap» and «Daily income»

3 Journal – this button opens the journal with the records

7 – Leaders

In this window, the player's leaders or land guardians are displayed, depending on the mode set by button 6-1. The currently active leader takes up the central position.

8 – Squad

The miniature portraits of the units in the squad of the current leader are displayed in this field.

9 – Main control buttons



Move

The active leader will continue moving along the set route. This button will be active if the route was previously selected and indicated on the map.



Inventory

Brings up the leader interface (more will be said on this in chapter «Character development», section «Squad leaders»).

**Active global skills**

Allows use of the global skills of leaders on the map. This button will be active if your character has global skills at his disposal.

**Spellbook**

Opens the spellbook in the casting mode. This button will be active only if you have a Mage Tower in your capital.

**Building**

Brings up the building interface in the capital.

**Exchange between leaders**

Allows two friendly leaders to exchange items in their inventories. This button will be active if two friendly leaders are in the immediate vicinity of each other

**Learn spell**

Opens the spellbook in the research mode. This button will only be active if you have a Mage Tower in your capital.

**Unit**

Brings up the active leader's party interface (more will be said on this in chapter «Character development», section «Party inventory»).

**End turn**

Ends your current turn.

Moving around the map

Every squad on the map is represented by a leader who can move around the map. In most cases, the leader is accompanied by his warriors, but he can also travel alone. During your adventures you can move on the map and explore new territories, join battles, step into dungeons, gather treasures and resources, and also activate special objects, which can provide you with specific advantages.

Each of your squads, including creatures summoned by magic, can travel a set distance each turn, which is determined by the number of movement points of the squad's leader. The number of movement points increases with level; this parameter can also be improved by means of various skills, spells and magical items.

Objects on the map



- | | |
|-----------------------------|-------------------------------------|
| 1 - Enemy | 4b - Mana (resource) |
| 2 - Party | 5 - Cart |
| 3 - Power node | 6 - Mana mine |
| 4a - Gold (resource) | 7 - Building (active object) |

The landscape of the map consists of several elements. Right-clicking on these objects reveals additional information about them:

- **Capitals** – these are the main cities of races. They alter the terrain around themselves; also, buildings can be built here which improve units as they level up, magic can be studied here, and resources are also accumulated in the capital. You can hire warriors and leaders in the capital, heal them, and resurrect them if needed. There is also a store in the capital that can be used by leaders. It is impossible to capture the capital of another race; one can only raze it after defeating its garrison and the guardian commanding it.
- **Towns** – every town belonging to a particular race increases the percentage of territory belonging to it, transforming the land around itself with each turn. You can hire warriors and leaders in towns, heal them, and resurrect them if needed. Towns, unlike capitals, can be captured after defeating the garrison.
- **Enemies** – the armies of other races, controlled by the AI or another player. When you scroll the cursor over them, it changes to crossed swords. You can attack them with spells or engage them in combat. If you enter their immediate proximity, the battle will start automatically.

- **Monsters** – neutral armies, controlled by the AI. When you scroll the cursor over them, it changes to crossed swords. You can attack them with spells or engage them in combat. If you enter their immediate proximity, the battle will start automatically. Monsters are usually guarding treasures, merchant stores, resources or the sources of various resources.
- **Chests** – bronze, silver and golden chests. They hold magical items and valuables. After its contents are taken, the chest disappears.
- **Carts** – search the carts to try and find something valuable in them. After the first search the cart becomes inactive.
- **Resources** – occasionally mana, gold or stones can literally be found under your feet.
- **Resource sources** – mana mines, gold mines, quarries etc. The race controlling them (that means the race who controls the territory on which the mine or quarry stands) gets income from them.
- **Dungeons** – buildings populated by monsters. Usually gold or other valuable items can be found here. Dungeons can be visited repeatedly; they become active again 10 turns after they were last visited.
- **Active objects** – buildings, statues, fountains and other objects, which give particular bonuses upon activation, such as partial restoration of health or movement points, temporary boost of characteristics, additional experience or skill points. Several objects can only be activated once; others can be activated multiple times, provided that some time has passed between uses.
- **Border guards** – «living rods», characters controlled by a playable race, which guard the power nodes that transform the land around themselves.
- **Power nodes** – strategic points, which allow a race to expand its influence. Border guards can be placed in them.
- **Mercenary camp** – here you can hire warriors for your party, if you have free leadership points to spend and enough gold to afford new troops.
- **Training camp** – in this camp you can train your warriors and leaders, increasing their experience. This requires spending gold.
- **Merchant stores** – here you can purchase and sell magical and valuable items, weapons and armor for the leaders, spell runes and potions. Each merchant store sells only one particular type of item, but you can sell your items to any merchant, regardless of his assortment.

Character development

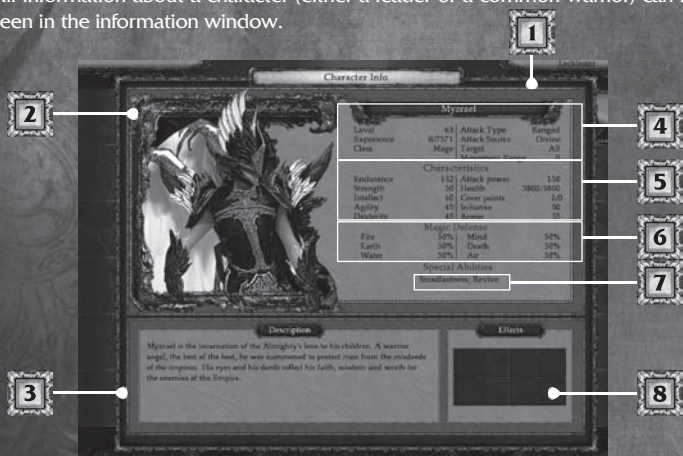
All characters under your control in the game are divided into two main categories – leaders and common warriors. Warriors make up squads led by the leaders. As they participate in battles, they gain experience points, and after achieving a certain number of experience points, they can level up, improving their characteristics and gaining new skills.

Experience can be gained in the following ways:

- **Winning battles.** This is the main method of gaining experience; you will gain the most experience in battles.
- **Activation of special objects on the map.** These objects are rather rare, and you will also have to find them before your enemies, because they can only be activated once.
- **Training.** This service can be provided to your army in training camps. Spending a certain amount of gold, which depends on the level of your character, you will be able to increase its experience.

Character information

All information about a character (either a leader or a common warrior) can be seen in the information window.



The information window can be brought up by pressing the miniature character portrait.

1 – This is the character's or leader's name.

2 – Character's portrait

3 – Character's description

To the right of the character's portrait, there is statistical information about the character. These attributes are common for all characters in the game (leaders, common warriors, monsters).

Character statistics

4 – General information

Level - The characteristics and abilities of a character directly relate to its level. The higher the level, the more powerful the character will be.

Experience. The amount of experience points gained determines the level of the character.

Class - There are several classes of characters in the game: warrior, mage, archer and brigand. The type of attacks used by a character depends on its class. Also, the power nodes that increase the attack power of the characters are class-specific. There are three node types, which increase the power of melee, magical and ranged attacks, respectively. Warriors, mages and archers benefit from their respective nodes; the brigand can equally benefit from both melee and ranged nodes.

Combat - This attribute determines the range at which the character's attack can reach enemies. Ranged combat means that the character can attack enemies in the arena regardless of their location. Melee combat indicates that the character can only attack adjacent enemies.

Attack - This parameter describes the character's attack type. The sources are Weapon (physical attack; most warriors and archers use this attack) and magical attacks: Air, Fire, Water, Earth, Death, Mind and Divine.

Target - The number of targets, which can be hit by the character's attack.

Single target – the character can attack only one unit;

Area of Effect – the character attacks a group of units standing close to each other.

All – the attack will affect all units in the party, regardless of the distance between them.

Movement - The number of movement points on the tactical map. This parameter determines how far a unit can move in the arena during its turn.

5 – Characteristics

Characteristics are the parameters of a character, which determine its basic combat abilities.

Endurance – determines the number of hit points a character has

Strength – determines the power of the character's melee attack

Intellect – determines the power of the character's magic attack

Dexterity – determines the chance of landing a hit and of avoiding a critical hit from the enemy

Agility – determines the chance of landing a critical hit and the power of

ranged attacks

Attack power – the amount of HP that will be lost by the target of an attack (or gained, if the attack is a heal).

Health – the amount of hit points a character has. The more hit points a character has, the more attacks it can withstand before dying.

Cover points – this attribute determines how many times a character can defend its neighbor from an enemy melee attack by intercepting it and taking the damage from it. Only melee fighters have cover points; for all other characters, this parameter will equal zero.

Initiative – determines the character's position in the initiative bar (see chapter «Combat» for more information). The higher the initiative is, the sooner the character will get to act.

Armor – reduces damage from physical attacks. (see chapter «Combat», section «Armor, protection, immunity» for more information).

6 – Protection from magic

This section displays the data for character's protection from the main types of magical attacks: Air, Fire, Water, Earth, Death, Mind. There is no protection from Divine magic. See chapter «Combat», section «Armor, protection, immunity» for more information regarding protection from magical attacks.

7 – Special abilities

This section displays the special abilities and skills of the character. Skills are individual feats or special abilities, which can be used by a character in combat.

Skill types:



Activated – these skills require activation for them to have an effect. Healing, specific magical and special attacks, buffs and debuffs and also abilities to place magical obstacles in the arena or to remove them are all activated abilities.



Passive – these skills do not require activation; they are always in effect or trigger under certain conditions. These skills can improve the character's characteristics, increase its movement points on the global and tactical maps, and also provide permanent or triggered abilities, which can give specific advantages in combat.



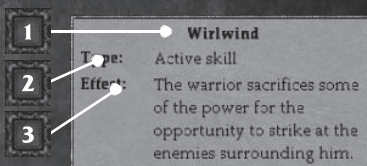
Global – a special variety of activated abilities. Global skills are very rare, and only a few leaders can possess them. Like all activated skills, they must be activated on the global map. Global skills are easily recognized by the icon showing the four corners of the Earth.

Detailed information about a skill can be obtained by right-clicking on its icon.

1 Skill name.

2 Skill type
(activated, passive or global).

3 Effect:
detailed description of the effect.



	Wirlwind
1	
Type:	Active skill
2	
Effect:	The warrior sacrifices some of the power for the opportunity to strike at the enemies surrounding him.
3	

8 – Effects

This window shows the positive and negative effects currently affecting the character.

Party leaders

Unlike other characters, the squad leaders have their own unique interface..



The leader's interface can be brought up by pressing the button on the map or in the party interface.



Leader interface



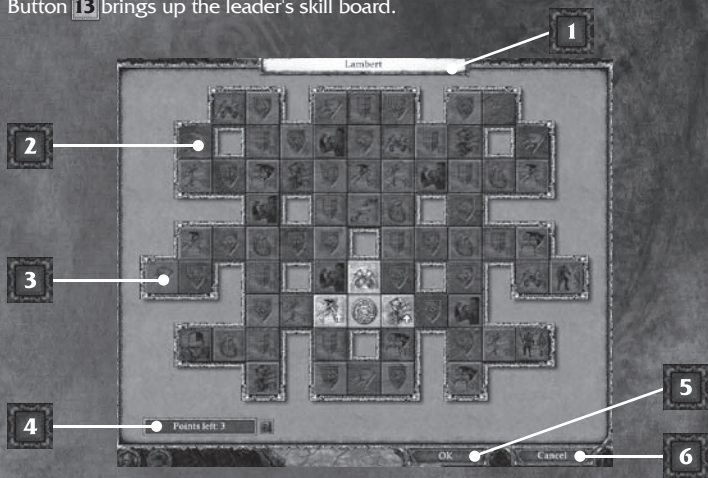
- 1** – animated picture of the leader;
- 2** – leader's portrait;
- 3** – equipment; more information about the leader's equipment can be found in chapter «Items».
- 4** – general statistics; the information in the character's window is also present in the leader's profile.
- 5** – leader's level;
- 6** – leadership; one of the most important parameters for a leader. Leadership determines how many warriors the leader can take with him.
- 7** – amount of movement points on the global map, which determines how far the leader can travel on the global map during his turn
- 8** – protection from magic; information regarding the character's resistance to various magical attacks.
- 9** – main characteristics;
- 10** – characteristic points, which can be used to improve the characteristics of your leader. Each time the leader levels up, he gets a certain number of points, which can be allocated to improve his characteristics.

The following buttons are shared by the leader and his party:

- 11** – switch to leader interface;
- 12** – switch to party interface;

Skills

Button **13** brings up the leader's skill board.



Skills are gained by spending skill points on them. There are two ways to gain skill points. The first one is to level up. Every time a leader gains a new level, he gets a certain number of skill points. One can only research skills with icons directly adjacent to skills already known.

- 1** – the name of the leader whose skill window is currently up; The skill status can be easily determined by its icon's color.
- 2** – the darkened icon indicates that this skill is not known yet.
- 3** – the colored icon indicates that this skill is already known.
- 4** – here you can see the number of available skill points that you can spend on skills.
- 5** – closes the window and saves the changes.
- 6** – closes the window without saving changes..

Inventory

- 14** – the leader's inventory. All magical and quest items of the leader, as well as his runes and elixirs, are shown there.
- 15** – «Equip» button; using it, you can equip items on the leader. More detailed information on this can be found in chapter «Items». This icon will be inactive in the party's inventory interface.
- 16** – closes the leader's interface and returns to the global map

Warriors

Common warriors form parties, which accompany leaders or border guards and participate in battles at their side, or protect cities as a part of the garrison. As they level up, they become stronger, completely altering their appearance and gaining new powerful abilities.

Two conditions must be met for successful transformation. First, the character must have sufficient experience, and second, a special building must be built in the capital (more information on this can be found in chapter «Capital», section «Buildings»).

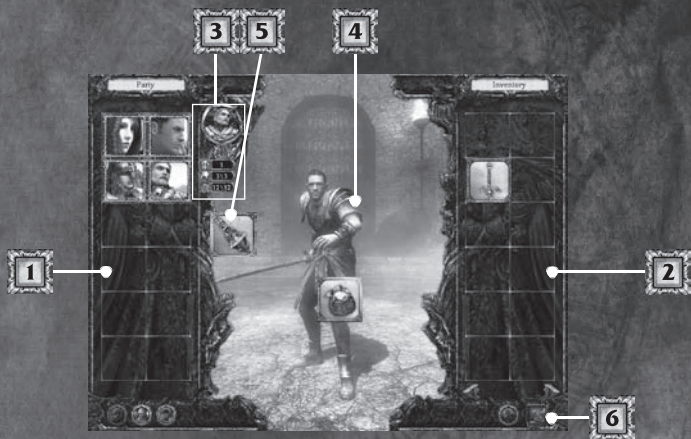
The following are the categories of warriors:

- **Fighters**
- **Mages**
- **Shooters**
- **Support units**

The characteristics of warriors, as well as all their activated and passive skills, are determined by the character types they become as they level up and transform. When a character reaches the top of its development tree, it no longer transforms when leveling; only its stats will improve from this point on.

Party inventory

The party inventory window can be brought up by pressing the button in the leader's interface or on the global map.



- 1** – party. The portraits of the party members, including the party leader, are displayed here.
- 2** – party inventory. All the leader's items are shown here. In the party inventory window you can use potions by dragging them over the portraits of characters **5**.
- 3** – the leader's portrait and information.
- 4** – an animated picture of any party member will be displayed in this field, if you click on that party member.
- 6** – closes the party interface and returns to the map.

Items

All items in **Disciples III** can be divided into the following categories:



Equipment



Artifacts



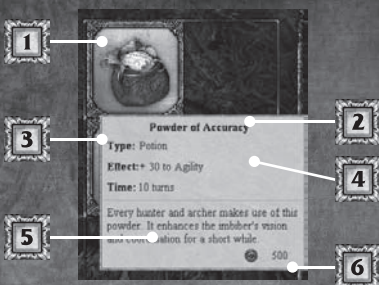
Potions



Quest artifacts

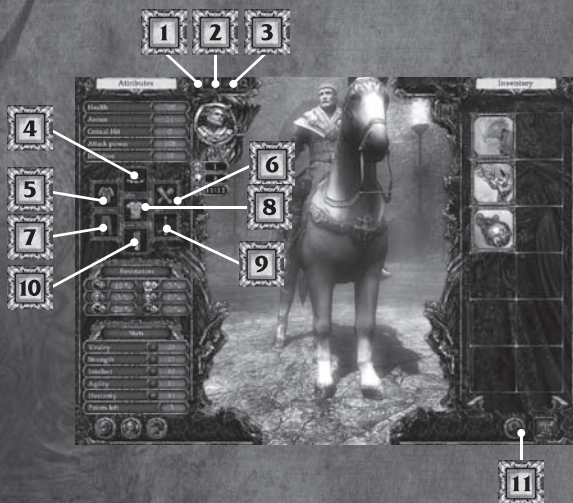
All such items (with few exceptions) can be found, received as a reward for completing a quest or winning a battle, and also bought from a merchant. Items can be sold to merchants at a fraction of their full cost. Right-clicking on any item brings up a window, listing detailed information about it.

- 1 – Item's appearance
- 2 – Item's name
- 3 – Item's type
- 4 – Item's bonus (beneficial effect)
- 5 – Detailed item description
- 6 – Item cost. If you're viewing the item in your inventory, it will be selling price; if you're viewing the item in a merchant's inventory, it will be the purchase price.



Equipment

Equipment consists of various magical items worn by the party leaders. No specific skills and abilities are required to wear equipment. All leaders (including the race leaders – Lambert, Haarhus and Arion) can wear the following items:



Common items

These items are common to all leaders regardless of the race (including heroes), and can be used by any of them.

Such items are: **Spheres** 1, **Rings** 2, **Amulets** 3.

Only one item of each type can be worn.

Individual items.

These items are individual; they can only be used by the leader, for which they were meant.

Such items are: **Helm** **4**, **Bracers** **5**, **Shoulderguards** **6**, **Leggings** **7**, **Armor** **8**, **Weapon** **9**, **Boots** **10**.

There are three complete sets of items for each leader. All leaders begin with a starting kit of individual equipment. Upon generation, characters will have no common items (rings etc.).

Equipment can be purchased at merchant stores, found or received as a reward for victories in battle.

Important! The individual equipment pieces of the race heroes (Lambert, Haarhus and Arion) are not sold in stores.

How to use equipment?

To make a character don a piece of equipment, open the leader's inventory and select the desired item by left-clicking on it, then press the «Equip» button **11**. The item will then be moved to the corresponding slot. If there was already an item of the same type in that slot, then the items will be exchanged, and the old one will be moved to the inventory.

Potions

Potions are disposable one-time use items, which can have instant, timed or permanent effects. They can be used by any unit, including common warriors and summoned creatures. They can restore health, resurrect units and apply buffs to them.

Unlike other magical items, potions have a specific parameter - duration **1**.



According to the duration, the potions can be divided into three groups:

- *instant* – instant effect, like healing or resurrection;
- *temporary* – the buff provided by the potion will last for several turns;
- *permanent* – the potion will permanently increase a certain parameter of a character.

How to use potions?

Open the party inventory, select the desired potion and drag it onto the portrait of the recipient..

Artifacts

Artifacts are treasures that only have monetary value. You can sell them to a merchant to improve your financial standing.

Quest artifacts

Quest artifacts are items required for quests.

Combat

Combat plays the most important role in the world of **Disciples III**. First of all, you will not be able to complete the game without fighting; also, victories in combat will be the main source of experience, needed for your warriors to become more powerful.

In order to engage the enemy in battle, move your party close to the enemy (when you scroll the cursor over the enemy, it will look like crossed swords) or enter a dungeon or an enemy town. Entering combat reduces the number of movement points by half. If the attacking party has less than half its movement points, they will be reduced to zero once the attacking party enters combat.

Combat locations

Combat is carried out in a separate location, where both warring parties are taken at the beginning of combat. There are three types of such locations:

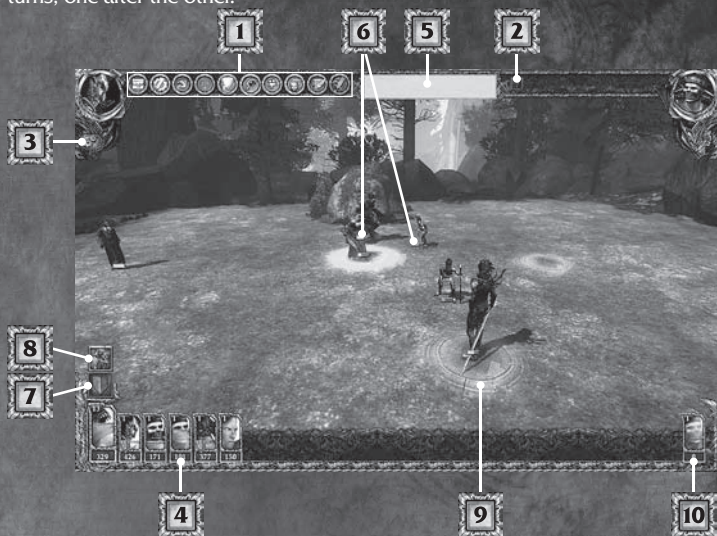
Arena – this is the place you will be fighting most often. Players enter the arena after engaging in combat on the global map. The look of the arena depends on the land type where the fight takes place. For example, on the Empire's lands the arena will be covered with green grass and lit by sunlight, while in the demons' domain it could be surrounded by burning forests and lava lakes. Other elements of the arena (nodes, landscape elements, obstacles) are generated randomly.

Dungeon – a location in one of the specific interactive buildings. Unlike arenas, the combat map is already partially pre-generated, so the number of locations in the dungeons is limited.

City arena – this is where combat between an attacking party and the defending garrison takes place. There are several city arenas in the game; five of those correspond to the city levels, and there is also one arena for each of the capitals

Combat interface

The turn-based principle remains the same in combat as well. Adversaries take turns, one after the other.



1 – Combat buttons







Inventory – this button brings up the party's inventory. Items in the inventory can be used by any active combatant.

Auto combat – both parties are controlled by the AI, and combat is executed automatically. The player can only observe what's going on, since it is impossible to turn off auto-combat once it was activated.

Retreat – if you realize that the enemy has the upper hand, you will have the opportunity for a "strategic retreat" – or, to put it clearly, running away. The retreat is performed in two steps: first, the character prepares the retreat (canceling this or undertaking any other actions will be impossible once you have made your choice to retreat), and on its next turn, the character will leave the battlefield.

Grid – this button toggles the display mode for the movement grid:

- the grid is displayed in the character's movement/action area.
- the grid is displayed on the entire battlefield.
- the grid is turned off.

-  **Auto cover** – if this mode is active, then any of your warriors with available cover points will intercept any enemy attacks that can be intercepted.
-  **Auto close-in** – the camera will focus on the enemies at the moment of attack.
-  **Camera autofocus** – activates the «dramatic effect».
-  **Toggle health bars** – turns the display of the health bars of units on or off.
-  **Combat log** – opens the combat log menu.
-  **Quick Battle** – calculated combat without animations. The AI figures out the outcome of the battle by itself and displays the results.

2 – Help

Opens the help interface.

3 – Menu

Brings up the main menu.

4 – Initiative bar

Initiative is one of the key factors in the Disciples III: Renaissance combat system. Initiative determines the order, in which units take their turns in combat. The greater the initiative, the sooner the unit will get to act. Friendly units are shown on the initiative bar in grey frames; enemy units – in red frames. The portrait of the currently active unit is displayed in the left corner. Once it has acted and ended its turn, it is moved to the end of the queue.

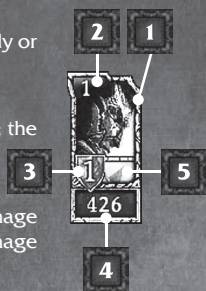
1 Frame – Frame – the color indicates whether it's a friendly or enemy unit

2 Character's level

3 A shield indicates the ability to cover allies from attacks; the number on the shield shows the remaining cover points.

4 Remaining health

5 The red part of the portrait indicates the severity of damage taken by the unit; the more red the color is, the more damage the unit has already taken.



Right-clicking on the unit's portrait brings up its information window. Left-clicking on the unit's portrait has the same function as directly clicking on the unit on the battlefield – this selection method can also be used for healing and buffing allies, as well as for attacking and debuffing enemies.

5 – Statistics

Statistics of the enemy unit are displayed in this window:

- Current health
- Damage
- Chance of a critical hit

6 – Health bars

Health bars are another visual way to see how much remaining health the units have. The health bars of friendly units are blue; enemy's bars are red. They can be turned off on the upper control panel.

7 – Blocking

The character can use its turn to assume a defensive stance. This is an innate ability of all fighters. From the blocking stance, the character takes significantly less damage.

8 – Activated skills

Besides their basic abilities, several characters also have additional skills, which they can use during their turn instead of standard attacks or healing. These activated abilities are very diverse – among them are special attacks and heals, curses, blessings and much more. You can get additional information about any particular skill by right-clicking on its icon.

9 – Node

Nodes are specific spots on the combat arena, which increase the attacks of characters standing on them. There are three types of nodes in the game, which increase the power of melee, ranged and magical attacks, respectively. Information about the type of attack that will benefit from the node is also displayed in the statistics window.

10 – Once the unit is dead, its portrait completely fills with red and is moved to the lower right corner

Course of action

During its turn in combat a character can move and/or act. The number of movement points determines how far a character can move on the combat arena. They are not determined by the movement points on the global map; these two parameters are separate. The amount of combat movement points can be increased by particular buffs, magical items or certain skills.

To move a unit on the tactical map, left-click on the spot where you're planning to send the unit. If the character has enough movement points to get there, it will move to the designated spot; if not, it will try to get as close as possible to it.

Direct actions are performed by left-clicking on the target of the action. Enemies will be attacked, and allies will be healed. To use a special item or an activated

ability, left-click on the item or the ability icon first, then click on the target (enemy or friendly).

The character can undertake the following actions in combat:

- Attack (or healing if priest);
- Summoning of allies, which will fight at your side (this is done using special abilities or magical items). In this case, you will also indicate the spot where the summoned unit will appear; units can usually be summoned onto any spot in the arena.
- Placing beneficial effects on allies and detrimental ones on enemies by using special abilities or magical items.
- Dispelling beneficial effects from enemies and detrimental ones from allies by using special abilities or magical items..
- Using global spells from the runes in the inventory.
- Resurrecting an ally by using special abilities or magical items. In this case, you will also indicate the spot where the resurrected unit will appear.
- Placing or removing magical obstacles (if possessing the necessary skill).

Any of these actions will end the character's turn, so if you are also planning to move a unit on the arena, move it first and then perform the desired action.

Cover

Several warriors have the ability to intercept enemy attacks aimed at their allies. Only melee warriors have this ability. If there is another friendly unit in the cover zone of the melee unit, the latter can intercept the enemy attack on its neighbor and take the damage itself in place of the unit he is attempting to cover. Also, the covering unit will hit the attacker, so this is also an opportunity to perform an extra attack.

The amount of cover points determines how many times a fighter can attempt to cover his allies. This number can be increased by magical items. Spent cover points can also be replenished by using special skills..

Armor, protection, immunity

The damage taken by the attacked character can also be affected by armor, protection and immunity.

Immunity means complete insusceptibility to a particular type of attack regardless of its power. Immunity is very rare.

Protection is reduced susceptibility to magical attacks. The higher the protection, the less damage a unit will take from a magical attack. Protection can assume values between 0 and 99. If protection reaches 100, it becomes complete immunity.

Armor is reduced susceptibility to physical attacks. Like protection, armor can assume values between 0 and 99. Armor 100 means that the unit is immune to this type of damage.

Every character in the game has its own basic values for armor and protection. They can be increased by learning special abilities, wearing equipment and magical items and also by beneficial effects (buffs).

Armor and protection can also assume negative values, which can happen when detrimental effects are applied to the character. In this case the character becomes especially susceptible to damage of the matching type.

Critical hits ignore protection and armor.

Critical hit

Every character performing a basic attack on the enemy has a chance to land a critical hit. A critical hit deals double damage and ignores protection and armor.

The chance of a critical hit depends on the Agility of the attacking character (the higher the agility, the more likely a critical hit will occur), and the Dexterity of the defending unit (the higher the dexterity of the defender, the less likely a critical hit will occur). The chance to critical hit can be increased by means of buffs and magical items. Certain debuffs can also reduce the critical hit chance of an enemy attacker.

Death in combat

No unit, no matter how powerful, is secured from losses. All fallen warriors in the party can be resurrected right on the battlefield with special abilities, potions or spells. They can also be revived after combat in the town with spells and magical items, but this is only possible if at least one party member (a leader or a common warrior) survived combat. If all units in the party fell in combat, then it is lost forever – this party cannot be resurrected in such a case.

Combat outcome

Every combat lasts until there are only units of one side remaining on the battlefield, and this side is proclaimed victorious. All battles last until a winner is determined; a draw is impossible in Disciples III.

Combat can end in the following ways:

- One side completely destroys the other. This is unconditional victory, and the winning side receives all spoils of war.
- One side retreats from the battlefield. Such an outcome is possible if several or all units of one party successfully escape. The remaining side is considered the winner, but only receives a small amount of experience as a reward.

Spoils of war

The most valuable reward gained in combat is experience. Earned experience makes the leveling of characters and transformation of units into more powerful ones possible. The amount of experience gained depends on the numbers of the enemy, enemy unit types and their levels. All earned experience is evenly distributed between all winning units.

The following characters receive no experience after combat ends:

- Those who died and were not resurrected until the end of combat.
- Those who have already attained the maximum possible level in the current mission.

If the enemy was completely destroyed, the winner gets to loot all its belongings. The loot can be picked up right after the end of combat on the global map – there will be a sack with items where the defeated enemy was standing moments ago (assuming it had any items, of course).

Also, the monsters on the map are usually guarding treasures. After you defeat them, you can easily take their hoarded valuables.

Capital

The capital is not only your biggest and most important city – it's the heart of your empire. Here you can build structures allowing for transformation of your units, research magical spells and store gold required for the maintenance and reinforcement of your armies.

Capital menu buttons

The main buttons of the capital menu are located in the lower right corner of the screen. They are displayed in all capital interfaces and provide for easy switching between various screens.



- 1** – Opens the building menu.
- 2** – Magical research menu. Press this button to research a spell or make a rune (more on this in chapter «Magic and spells»).
- 3** – Switch to the garrison interface.
- 4** – Store. This button will only be active if a leader is present in the capital.
- 5** – Press this button to leave the capital and return to the global map

Capital garrison

Upon entering the capital you will immediately be taken to the garrison interface.

You can stay there and manage your party units and garrison, or move to other capital menus.

The garrison is the last means of protecting your capital in case of an enemy attack. The garrison menu is located on the right side of the screen **8**.

On the left side of the screen is the menu for the warriors currently located in the capital. **9**. **9a** displays information regarding the visiting party leader: his name, portrait and the most important statistical data (level, leadership, movement).

You will be required to spend gold for any operations involving warriors in the visiting party or the garrison (except disbanding). The amount of gold you have is displayed in the upper left corner of the screen **6**.

The unit management buttons are located in the lower left corner.


10 – Disband unit. If you no longer need a particular unit in your party, you can disband it by pressing this button. The cost for the purchase of this unit, which you paid earlier, is not refundable.

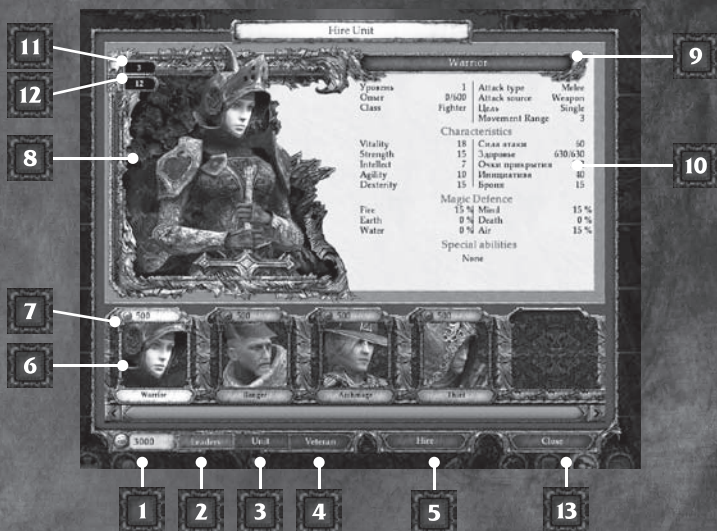
11 – Resurrect/Heal warrior. This button will be active if there is a Temple built in the capital. Select an injured or dead unit in the garrison or visiting party menu and click on it. Then press this button to heal or resurrect it for a certain amount of gold.

12 – Hire menu for leaders and warriors.

Also, there is a button in the upper part of the screen, which allows for switching between cities **7**.

Hiring leaders and warriors

In order to hire a new leader or units for already existing parties, press the button  or click in the garrison/party field – this will automatically bring up the hire menu.



To hire a leader or a warrior, you will be required to spend some gold. The amount of available gold is shown in the lower left corner of the screen (1). In the lower part of the hiring window, there are buttons that allow for switching between the various hiring menus.

From left to right:

2 - Leaders – here you can hire new leaders

3 - Warriors – here you can hire new warriors

4 - Veterans – here you can hire leaders from the previous chapters of the saga

5 - Press the «Hire» button, once you've selected a warrior.

In each menu you can select the desired warrior by pressing one of icons **6**. The upper part of the icon shows the hire cost in gold for this unit **7**. Before making your choice, you can see detailed information about any warrior or leader. It will be displayed after pressing the corresponding icon:

8 – Portrait

9 – Unit type

10 – Unit statistics

Additional information (leaders only)


- 11 – Leadership
- 12 – Movement points on the global map.
- 13 – Close the hire menu and return to the garrison interface.

Capital guardian

A capital is very important for any race, and they cannot afford to lose it. For these reasons, in addition to ordinary warriors, which can be hired to protect the capital, there is also a Guardian present – a unique unit, which never leaves the capital. Guards have a unique trait – Firmness, which makes it impossible to transform or teleport them. Additionally, they have a very high level and also possess a Divine attack, which cannot be mitigated.

Building structures

By building structures in the capital you will be able to increase the effectiveness of various warriors of your army, and also gain access to other features. Only one building can be built per turn.

Open the building menu by pressing the  button.



The animated picture of the capital takes up the biggest part of this screen. Here you will see the structures, which have already been built. The control buttons are located in the lower part of the screen.

The building buttons are located on the left.

1 – Fighters – in this menu you can build structures, which help develop your melee units.

2 – Shooters – in this menu you can build structures, which help develop your ranged units.

3 – Mages – in this menu you can build structures, which help develop your casters.

4 – Support – in this menu you can build structures, which help develop your support units.

5 – Additional buildings – in this menu you can build auxiliary structures, such as a Mage Tower, which is required for spell research, a Thieves Guild, required for hiring leaders of thief class, and a Temple, which allows you to heal and resurrect your injured and fallen warriors in towns.

In the upper left corner there is a resource panel (6), where the amounts of available gold, stone and various mana are displayed. Gold and stone are required for the building of structures.

By pressing the build button of any structure, you will be taken to the building menu for structures of this type.



1 – The type of structure to be built from this menu

2 – Structure trees. Usually, you will be able to select different paths of development for your characters in Disciples III, so your warriors will be more or less diverse. The path of such development is determined by your choice of structure tree. Once you have made a choice, you won't be able to change it later, and so you will be forced to build structures from the chosen tree only. All structures in the tree must be built in sequential order – you can't build the second building right away and skip the first one, for example.

The status of a building can be determined by its icon:

- 3** – the colored icon with a golden frame means that the structure is built.
- 4** – the grey icon indicates that a structure can be built, if all preceding structures are present.
- 5** – the icon with a lock indicates that this building will not be accessible, because another tree has already been chosen..

You can roll the cursor over any icon of a structure, and detailed information about it will be displayed in the right part of the screen.

- 6** – structure name
- 7** – structure building cost (required amounts of gold and stone).
- 8** – structure description
- 9** – small portrait of a character, into which your units will be able to transform thanks to this structure. Right-clicking on it brings up the description window for that unit.
- 10** – unit description


Once you've considered all information about the development trees and have selected the desired one, you can proceed with building.

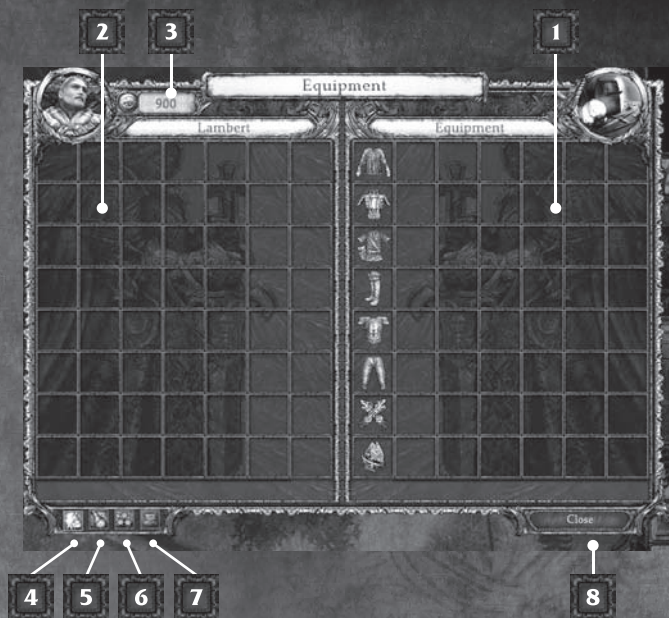
11 – «Build structure» button. Select the structure you wish to build by clicking on its icon, then press this button and the structure will be built.

If button **11** is inactive, it means that this structure cannot be built. You can see the reason why with the help of indicators, located beside the build button.

- 12** – insufficient resources – you don't have enough gold and/or stone.
- 13** – another development tree was already chosen.
- 14** – the preceding building has not been built yet.
- 15** – you have already built a structure during the current turn.

Store

Any party leader visiting the capital can use the city store. The store can be opened by pressing the  button 4. The stores in the capital or smaller towns are no different from other merchant stores in Nevendaar, except that they usually have a wider assortment of items as opposed to merchants, who usually specialize in selling items of particular types. You will most likely find potions, runes and magical jewelry in any city store.



- 1** – Merchant's inventory
- 2** – Leader's inventory
- 3** – Amount of gold, available to the leader

You can also sort your items by type:

- 4** – Equipment
- 5** – Potions
- 6** – Runes
- 7** – Others

By right-clicking on an item in the merchant's inventory, you can bring up a window with this item's description. To buy or sell an item, drag it into the desired inventory window.

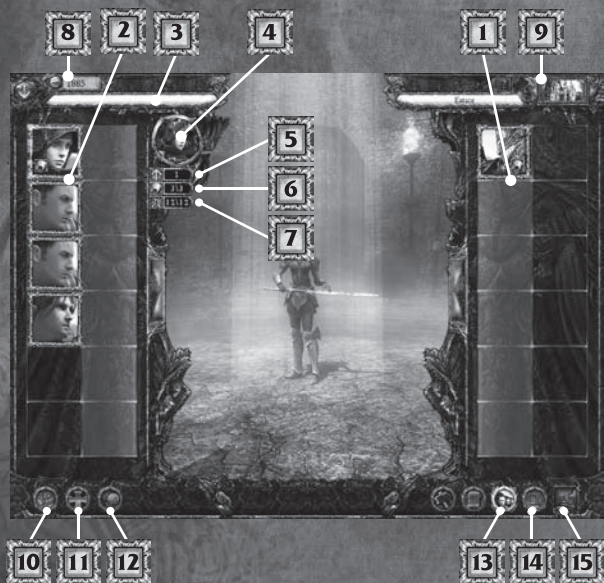
Button **8** closes the store window.

Cities

Cities, like capitals, participate in the terramorphing process, transforming the land around themselves with each turn. Here you can hire warriors and leaders, resurrect your fallen and heal the wounded for a price in gold, and also use the city store (this feature is available to leaders only). Additionally, every unit restores some health with each turn spent in the city, and its defenders gain armor bonus in combat.

Cities can be captured, so they need to be defended at all times.

City garrison



Once you enter the city, you will immediately be taken to its garrison/visiting party interface.

The garrison defends the city. Its warriors will engage in battle with any enemy trying to capture the city.

1 – Garrison units. Here you can see the warriors stationed in the city. Clicking in the garrison field brings up the hire menu. Warriors hired via this menu will automatically reinforce the city's garrison.

2 – Visiting party units. Here you can see the warriors of the party that is visiting the city. Information of this party's leader can also be found there.

- 3** – Party leader name.
- 4** – Party leader portrait.
- 5** – Party leader level.
- 6** – Leadership.
- 7** – Movement points on the global map.
- 8** – **Gold.** Here you can see how much gold you have available. You can spend it to hire warriors for the city's garrison or for your party, to heal the wounded or resurrect the fallen, and to purchase items in the city store.
- 9** – **City switch button.** Pressing the arrow, you will consecutively switch between the cities belonging to you, including your capital.
- 10** – **Disband unit.** If you no longer need a particular unit in your party, you can get rid of it by pressing this button. Select the unit by left-clicking on it and pressing button **10**, and this unit will disappear. Keep in mind, that you will not be able to bring it back afterwards if you change your mind, and the cost for the purchase of this unit, which you paid earlier, is not refundable either.
- 11** – **Resurrect or heal unit.** This button will heal the wounded and resurrect the fallen after combat. Select the unit you want to heal or resurrect by left-clicking on it, and then press button **11**. The dead will be revived with partial health; the wounded will be healed. This button will only be active if a Temple is built in the capital.
- 12** – **Hire warriors or leaders.** This button will open the hire menu.
- 13** – **Garrison.** Switches to the garrison screen.
- 14** – **City store.** This button will take you to the store screen, where you will be able to buy or sell potions, magical items and runes. This button will only be active if a party leader is present in the city.
- 15** – **Leave city.** Closes the city interface and returns to the global map.

Capturing cities

Unlike capitals, cities can change owners. You can capture a neutral or enemy city if you defeat its defenders (i.e. the city garrison). If the town is hostile to you, the cursor will change to the crossed swords icon when scrolling over the city. You can approach it and engage in battle with its defenders, spending the usual amount of movement points needed to enter combat. Both sides will appear on one of the combat city areas – there are five of them, one for each city level.

The combat takes place in a usual manner; however, there are two differences between ordinary fights and city fights – both of them place the defending side at a certain disadvantage.

First, the city garrison consists of common warriors only; they have no leader

and therefore cannot use the party inventory, which means that the city defenders have no access to runes or potions. Second, the garrison cannot retreat from the battlefield.

If you win such a battle, the city will fall under your control.

If there are no defenders in the city you wish to capture, you can claim it by simply approaching it. No additional movement points are spent in this case.

Development and growth of cities

When you capture an enemy or neutral city, its level becomes level 1, regardless of its level at the time of capture. Then the city will gradually increase its level, as it transforms the land around itself. The maximum level of any city is level 5. The higher the city level, the more health it restores to units stationed in the city, and the better the armor bonus provided to its defenders.

Magic and spells

You can use one spell from your spellbook per day (two if your Lord is an Archmage). To research and use global magic, you will need certain resources (mana, the amount and type of which is determined by the spell), and also a Mage Tower must be built in the capital.

There are three mana types, one for each playable race:



Life mana belongs to the Empire.



Fire mana is held by the Legions of the Damned.




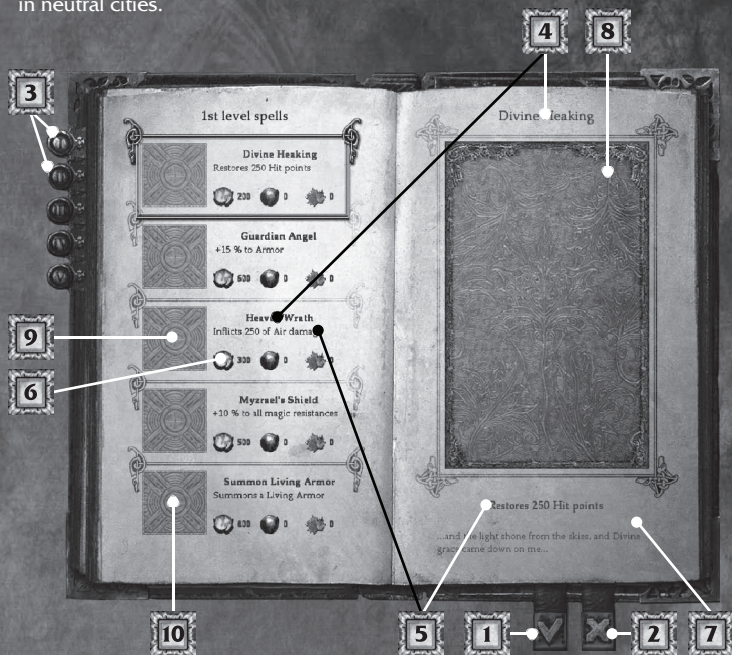
The Elven Alliance controls the *Earth mana*.

Each type of mana is native to a certain race, but that doesn't mean that only that race can use it. Any race can use mana of any type, although native mana will be its main resource.

Mana is used for researching and casting spells, and also in the making of runes. There are five levels of spells in the game. The higher the level of the spell, the more expensive it is and the more mana types it requires. The first two levels of spells utilize native mana only; starting with level three, other mana types will be required as well.

Researching spells

 This button brings up the spellbook in research mode. It will be active if a Mage Tower is already built in your capital. You can open the spellbook either on the global map or from the capital interface. You cannot study magic in neutral cities.

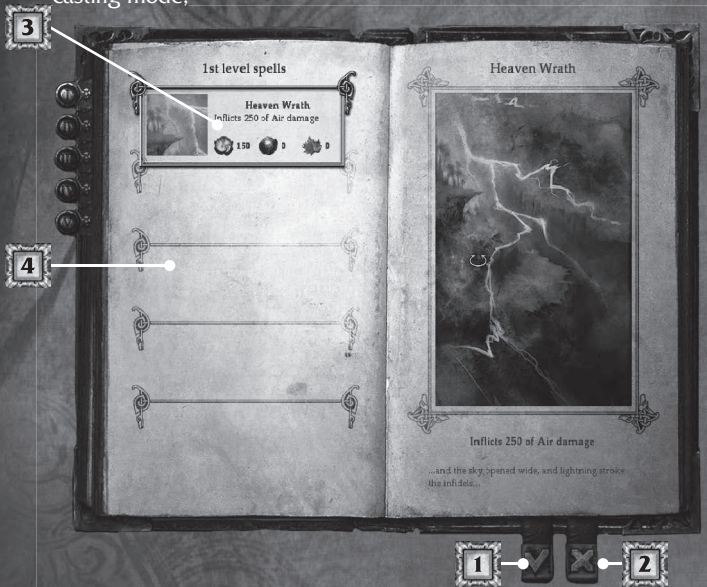


- 1** – By pressing this button, the selected spell will be researched and scribed into the spellbook if you have sufficient resources to do so.
- 2** – Closes the spellbook
- 3** – Navigation buttons; spells are sorted by their levels
- 4** – Spell name
- 5** – Spell effect
- 6** – Cost of researching the spell. The higher the level of the spell, the more types and greater amounts of mana are required for the research
- 7** – Spell description
- 8** – Spell illustration

- 9** – Spell miniature. The illustration and miniature indicate that the spell has been researched.
- 10** – Spell yet unknown (it has no illustration or miniature).

Casting spells



To cast a global spell, open the spellbook in the casting mode on the global map. Only known spells are displayed in the spellbook in the casting mode;



spells yet unknown are shown as empty fields **4**.

3 – Spell casting cost. To cast a spell, one must spend some amount of mana of the same type (or types), which was or were required to research that spell.

To cast a spell, select it from the list on the left side of the spellbook, then press button **1**. The spellbook will then automatically close.

The mouse pointer will look like this, , and you will then have to scroll the cursor over the intended target of the spell and click the left mouse button. If the mouse pointer looks like  this over the spell target, it means that the selected spell cannot be used on this target.

This can be caused by the following reasons:

- The spell type and target type don't match (for example, if you are trying to use a hostile spell on a friendly party or, on the other hand, a beneficial spell on an enemy).
- The target is protected from magic (complete immunity or protection from the particular magic you are trying to use on it).
- Magic cannot be applied to the target at all (for example, when trying to cast a spell on the garrisoned party or on an element of landscape).

If you haven't selected a spell to cast and want to close the spellbook, press button **2**.

Making runes

In **Disciples III** you can use global spells on the tactical map, i.e. in combat. This can be done with the help of **runes**. While in combat, you can open the party's inventory and use runes, thus activating the spells stored inside them. The rune will affect just one unit, though – not the entire party, if the same spell was used on the global map.

No special skills are required for rune making; nor do they consume resources at the moment of use. It is possible to use runes with any spells, which is the only opportunity to gain access to the magic of other races. Runes can be found on the map, received as a reward for winning battles or completing quests, bought from merchants, and, finally, made on your own.

You can only make runes for those spells, which are scribed in your spellbook (keep in mind that not all spells allow for the making of corresponding runes). To make a spell rune, you must spend some mana of one or several types. No other resources are required.

All runes are made in the capital, and a leader must be present in it while making a rune (any leader will do).

To make a rune, open the spellbook in research mode.



Scroll the cursor over a spell that is already known. The research button will transform into the «Create rune» button **1**, and the cost of making a rune will be shown in the spell information field **3**. Press button **1**, and the rune will be created and placed in the inventory of the leader visiting the capital (if you have enough resources to make the rune). You can make as many runes at a time as you wish – their number will be limited only by the mana you have at your disposal. Button **2** will close the spellbook.

Terramorphing

Terramorphing is an integral part of **Disciples III: Renaissance** gameplay. The expansion of every race is primarily aimed at the capture of resource sources. You don't own these sources in this game, but rather control them, spreading your influence to the lands where these sources are located.

The territories controlled by each of the playable races differ in their visual appearances. The lands of the Empire are covered with green grass, the territories of demons feature boiling lava, and the domains of the elves are the red and gold autumnal woods.

Terramorphing can be performed in two ways.

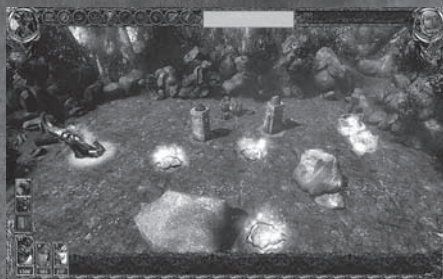
First, your settlements (capitals and cities) will transform the lands around themselves during each turn.

Second, the *board guards* also spread the influence of your race. The board guards are special units, which can be placed in power nodes. They are different from ordinary leaders in that they cannot move around the map, have no skill boards and cannot use equipment. The guards, like normal leaders, can be accompanied by other warriors. They can also use runes and potions, and, like other units, they are affected by global magic.

1 – guardian node.

The board guards, like garrisons, protect claimed lands from invaders. They level up based on experience received in battles, and also for the amount of lands they have terramorphed. The more land terramorphed by a guard, the higher level it becomes. In the process of its development, each of the guards can undergo two transformations, gaining increased HP and attack power, and also new skills and abilities with each transformation.

When a guard is attacked by the enemy party, they both meet in battle on a standard, randomly generated arena. Combat proceeds normally. All guards have the following abilities at any level: a magical attack, directed at the entire enemy party, and **firmness**, a special ability, which makes a guard immune to transformations and teleportation used by the enemy. Guards and their companions cannot retreat from the battlefield.



Resources

No empire can prosper without well-developed economics, and the state under your rule in **Disciples III** is no exception. You will have to build structures, train and equip your warriors, and buy magical items and elixirs. All these affairs require certain expenses.

Types of resources

There are several types of resources in the game.

Gold. Gold is always needed at every stage of the game. You will spend gold on hiring leaders and common warriors, purchasing magical items, runes and potions at the stores, the healing and resurrection of your units in cities; also, gold is required for building structures.

Stone. This resource is not used as widely as gold, but it is still as absolutely necessary, for without it you won't be able to build anything in your capital.

Mana. Mana represents magical energy, required for researching and casting spells. Studying new spells, casting spells, which are already known to you, and making runes requires mana.

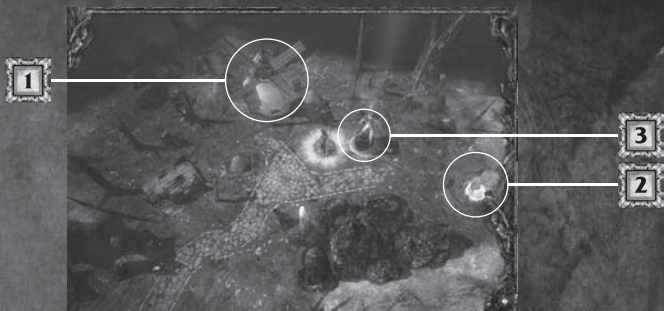
There are several types of mana in the game, one for each playable race.

«Native» mana of the Empire is Life mana; native demonic mana is Fire mana, and native mana of the Elven Alliance is Earth mana. Low-level spells require only native mana, but the higher the level of the spell, the greater the amount and the more types of mana it will require.

Accumulating resources

There are several ways of gaining needed resources.

The first one is **native generation**. Each turn, a small amount of gold, stone and native mana is produced in the capital. This is the most reliable method and you will never miss this income, but, on the other hand, it's not much.



The second way is the **income from mines and other sources**. This is the main source of gold, stone and mana. You will have a daily income of resources from all mines and similar objects located on your land (more information about this can be found in chapter «Terramorphing»).

- 1** – **Mill** – generates some gold every day.
- 2** – **Mana mine** – synthesizes some magical energy every day.

Generally, the sources of resources are located close to settlements (capitals and cities) or power nodes **3**.



And, finally, the third way to accumulate resources is by simply gathering them. All resources can be found on the map while you are exploring – but then again, it will not be much.

- 1** – **fire mana** – a sphere containing a small amount of Legions mana
- 2** – **life mana** – a sphere containing a small amount of Imperial mana
- 3** – **earth mana** – a sphere containing a small amount of Elven Alliance mana

IV. TECHNICAL SUPPORT

Free customer service

Our customer service is available 24 hours a day, seven days per week via email. If you have any questions or problems with one of our products, we offer you answers and solutions to the frequently asked questions at our forum or you can drop us an email under the following address:

support@kalypsomedia.com
forum.kalypsomedia.com

Therefore, we need the following information:

- The complete product name.
 - If available, the exact error message and a description of the problem.
- Both services are free of charge. Please note, that we are not able to answer requests concerning tips and tricks via email.

However, before you contact our support team:

- Please make sure that your PC fulfills the system requirements.
 - When you are placing the call, please make sure that your PC is switched on.
- Additionally, please start the DxDiag program before your call, as the information of this Microsoft software will help us to find the problem.

How to start the DirectX diagnostic program ("DxDiag"):

Windows XP: Please click on the "Start"-Button on the taskbar and afterwards „Run“. Please enter "dxdiag" (without quotation marks) and click on „OK“.

Windows Vista: Please click on the "Start"-Button. Under "Start search" please enter "dxdiag" and push the „Enter“-Button.

Exchange of serial codes (serial number / CD-Key)

NOTE: serial codes cannot be replaced! Please make sure, that you don't lose your serial code. In case of loss, you have to buy a new game. Therefore, please avoid requests in this vein.

Exchange of CD/DVD's

We offer you a free exchange of damaged CD/DVD's, up to one year after the first publication of the product. Therefore, please send us only the damaged media as well as your name and address to the following address:

Kalypso Media USA Inc.
Disc Exchange
45 N. Broad Street
Suite 404
Ridgewood, NJ 07450
United States

V. CREDITS

Project leader

Dmitriy Demyanovskiy

Project managers

Ilya Mamedhuseinov

Svetlana Smirnova

Lead programmer

Dmitriy Demyanovskiy

Programmers

Ilya Frolov

Vitaliy Akimov

Roman Pshenichniy

Art-director

Nikolay Kovalev

Artists

Andrey Ivanchenko

Nikolay Kovalev

Svetlana Smirnova

Eduard Borisov

Andrey Ermakov

Oleg Pavlov

Alexnder Pechyonkin

Model artists

Svetlana Smirnova

Grigoriy Sukhov

Alexandra Rumyantseva

Texture artists

Kirill Kudryavtsev

Alexandra Rumyantseva

Dmitriy Chernyshev

Alina Ivanchenko

Animators

Alexey Piganov

Maxim Tkachev

Ildar Valeev

Lead game designer

Dmitriy Demyanovskiy

Senior game designer

Dmitriy Akimov

Designers

Alena Kozlova

Dmitriy Akimov

Vladimir Landyshev

Denis Bogomolov

Nikolay Morozov

Valeriy Dzhura

Level designers

Vladimir Landyshev

Ilya Mamedhuseinov

Maxim Uskov

Valeriy Dzhura

QA coordinator

Roman Arakelyan

Head of technical support department

Yuriy Ignatyev

Technical support

Andrey Bokovenko

External staff

Animation

Alexey Rylkin

Texture artist

External staff Anatoliy Didok
Sergey Solovyev

Model / texture artist

Maxim Mikheenko

Programmers

Gleb Guschin
Andrey Geets

AKELLA

Vice-president of development

Dmitriy Arkhipov

Vice-president of marketing

Vladimir Kudr

Localization director

Anton Chernov

Producer

Alexey Ilyin

International Sales and Marketing

Svetlana Gorobets
Grigory Vladimiro

International PR

Anton Komarov
Irina Semenova

Localization

Marina Pankova

Head of QA department

Andrey Zemlyanoi

Artists

Vladislav Mikheenko
Igor Popov

Video editor

Ivan Shuvalov

Game editors

Olga Makarova
Nikolay Sabauri

QA department

Sergey Makarov
Zorikto Tsyrenov
Anton Plaksin
Anton Kuzmitskiy
Dmitriy Kuznetsov
Erika Bozhkova

Composer

Daniel Sadovsky

Copy editor

Sergey Tarmashev



KALYPSO MEDIA GROUP

MANAGING DIRECTORS

Stefan Marcinek
Simon Hellwig

HEAD OF PUBLISHING

Henner Bruhn

PRODUCT MANAGERS

Joachim Wegmann
Timo Thomas
Dennis Blumenthal

MARKETING MANAGER

Anika Thun

PR DEPARTMENT

Mark Allen
Ted Brockwood
Stefan Marcinek

KALYPSO MEDIA UK

Andrew Johnson
Mark Allen

KALYPSO MEDIA DIGITAL

Charlie Barrett

KALYPSO MEDIA USA

Mario Kroll
Ted Brockwood
John Tullock

PACKAGING & MANUAL

Joachim Wegmann
Simone- Desiree Riess

Limited Software Warranty And License Agreement

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH [KALYPSO MEDIA] ("LICENSOR").

LICENSE

Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single home or portable computer. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by LICENSOR and, as applicable, its licensors.

OWNERSHIP

LICENSOR retains all right, title and interest to this Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United Kingdom copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from

LICENSOR

Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to \$100,000 per violation. The Software contains certain licensed materials and LICENSOR's licensors may protect their rights in the event of any violation of this Agreement.

LICENSE CONDITIONS

You agree not to:

- (a) Commercially exploit the Software;
- (b) Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR;
- (c) Make copies of the Software or any part thereof, except for back up or archival purposes;
- (d) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one computer, computer terminal, or workstation at the same time;
- (e) Copy the Software onto a hard drive or other storage device and must run the Software from the included

DVD/CD-ROM (although the Software may automatically copy a portion of itself onto your hard drive during installation in order to run more efficiently);

(f) Use or copy the Software at a computer gaming center or any other location-based site; provided, that LICENSOR may offer you a separate site license agreement to make the Software available for commercial use;

(g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part;

(h) Remove or modify any proprietary notices or labels contained on or within the Software; and

(i) Transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

THE SOFTWARE UTILITIES

The Software may contain a level editor or other similar type tools, assets and other materials (the "Software Utilities") that permit you to construct or customize new game levels and other related game materials for personal use in connection with the Software ("Customized Game Materials"). In the event the Software contains such Software Utilities, the use of the Software Utilities is subject to the following additional terms, conditions and restrictions:

(a) All Customized Game Materials created by you are exclusively owned by LICENSOR and/or its licensors (as the case may be) and you hereby transfer, assign and convey to LICENSOR all right, title and interest in and to the Customized Game Materials and LICENSOR and its permitted licensors may use any Customized Game Materials made publicly available to you for any purpose whatsoever, including but not limited to for purposes of advertising and promoting the Software;

(b) You will not use or permit third parties to use the Software Utilities and the Customized Game Materials created by you for any commercial purposes, including but not limited to distributing, leasing, licensing, renting, selling, or otherwise exploiting, transferring or assigning the ownership of such Customized Game Materials;

(c) Customized Game Materials must be distributed solely for free; provided, that you may contact LICENSOR for a license to commercially exploit the Customized Game Materials which LICENSOR may grant or deny in its sole discretion;

(d) Customized Game Materials shall not contain modifications to any other executable files;

(e) Customized Game Materials must be used alone and can be created if the Customized Game Materials will be used exclusively in combination with the commercially released retail version of the Software.

(f) Customized Game Materials cannot contain libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties (without a valid license); and

(g) All Customized Game Materials must contain the proper credits to the authors of the Customized Game Materials and must indicate that LICENSOR is not the author of the Customized Game Materials with additional language that "THIS MATERIAL IS NOT MADE, GUARANTEED OR SUPPORTED BY THE PUBLISHER OF THE SOFTWARE OR ITS AFFILIATES."

LIMITED WARRANTY

LICENSOR warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. If for any reason you find a defect in the storage medium during the warranty period, LICENSOR agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on LICENSOR.

When returning the Software subject to the limited warranty above, please send the original Software only to the LICENSOR address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION

This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

EQUITABLE REMEDIES

You hereby agree that if the terms of this Agreement are not specifically enforced, LICEN-

SOR will be irreparably damaged, and therefore you agree that LICENSOR shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY

You agree to indemnify, defend and hold LICENSOR, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS

This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under England and Welsh law. Leicester, Leicestershire.

If you have any questions concerning this license, you may contact in writing Kalypso Media USA Inc.

KALYPSO MEDIA USA INC.
45 N. Broad Street
Suite 404
Ridgewood, NJ 07450
United States

WWW.KALYPSOMEDIA.COM



.dat

kalypso



© 2010 Akella. Developed by .dat. All rights reserved. Published by Kalypso Media Group. All other logos, copyrights and trademarks are property of their respective owners. NVIDIA, the NVIDIA logo, GeForce and "The Way It's Meant to be Played" logo are registered trademarks and/or trademarks of NVIDIA Corporation in the United States and other countries. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. Uses Bink Video. Copyright © 1997-2010 by RAD Game Tools, Inc. Uses Bink Video. Copyright © 1997-2010 by RAD Game Tools, Inc. Windows, the Windows Vista start button, Xbox, Xbox 360, Xbox LIVE and the Xbox logos are trademarks of the Microsoft group of companies and 'Games for Windows' and the Windows Vista Start button logo are used under license from Microsoft.