
Planar
Conquest

USER'S MANUAL

By Wastelands Interactive and Lucid Dreamers Development

Copyright ® 2016

Version 1.4

Contents

Contents 3
Introduction 12
Main Menu 13
Continue 13
Single Player 13
New Game 13
Load 13
Quick Start 13
Battle Arena 13
Options 13
Audio/Video 13
Resolution 13
Graphics Quality 14
Vsync 14
Antialiasing 14
VFX 14
Master volume 14
Music volume 14
SFX volume 14
UI volume 14
Gameplay 14
Language 14
Show EOT notifications 14
Armies movement 14
Tooltips delay 14
Animation speed 14

Input 14
Starting Game 15
Planes 15
Game 15
Opponents 15
Difficulty 15
World Size 15
Fast Movement 15
Game Speed 15
Resources Density 15
Feature Density 15
Neutrals Density 16
Faction 16
Sorcerer Lord 16
Premade Lords 16
Customized Lords 16
Spells 17
World Map 18
World Map GUI 18
Top Bar 18
Selected Army Panel 19
Units Tab 19
Army Orders 19
Unit Orders 19
Menus 20
Resources 20
Gold 20
Food 20
Negative Energy 21
Mana 21
Power 21
Spellcraft 21
Research 21
Menus 22

Diplomacy 22
City Management 23
Managing City 23
City Screen 24
Production 25
Magic 26
Alchemy 26
Power and Distribution 26
Power 26
Mana 26
Spellcraft 27
Research 27
Lock 27
Info Bar 27
Researching 27
Crafting 27
Casting 27
Summoning To 27
Active Enchantments 27
Spellbook 28
Spells 28
Unit Enchantments 28
City Enchantments 28
Combat Enchantments 29
Planar Enchantments 29
Global Enchantments 29
Instants 29
Summons 29
Terraforming 29
Spell 30
Casting 31
Stored spells 32
Researching 32
Item Management 34

Crafting 34
Heroes Inventory 35
Managing Armies 35
Moving 35
Exploring 35
Resources 36
Chests 36
Features 36
Guardians 37
Rewards 37
Interacting 38
Attacking 38
Gaining Experience 39
Armies Management 39
Unit Stats 39
Hit Points 39
Mana 40
Experience Points and Level 40
Upkeep 40
Movement Points 40
Armor Class 40
Melee / Ranged / Ranged Magical Attack 40
Fortitude / Reflex / Will Saving Throws 40
Heroes 40
Hero Classes 40
Fighter 41
Paladin 41
Ranger 41
Rogue 41
Cleric 41
Druid 41
Wizard 41
Hero Progression 42
Gaining Heroes 42

Equipment 42
Battle 43
Battlefield 43
Battle mechanics 44
Melee attack 44
Thrown attack 44
Gaze attack 44
Backstabbing 44
Ranged attack 44
Ranged Magical attack 45
Unit ability / Spell 45
Retreat 45
Stats 45
Hitting and damaging 45
Saving Throws 45
Important issues 46
Unrest 46
Settling cities 46
Surveyor 47
Capturing Nodes 47
Corruption & Purification 48
Titans 48
Banishment 48
Victory & Defeat 48
Exterminate, Exterminate 48
The Spell of Domination 49
Appendix 50
Useful information 50
Positive Disciplines 50
Negative Disciplines 51
Spell Circles 51
Life 51
Death 52
Air 52

Earth 52
Fire 52
Water 52
Augmentation 52
Biomancy 53
Destruction 53
Mentalism 53
Protection 53
Summoning 53
Artifact Powers 55
Attack Bonus 55
Defense Bonus 55
Enchantments 55
Acidic 55
Acid Resistance 55
Acid Immunity 55
Cold Resistance 55
Cold Immunity 55
Electrical Resistance 55
Electrical Immunity 56
Enchanter 56
Ethereal 56
Evoker 56
Extra Mana 56
Fire Resistance 56
Fire Immunity 56
Flaming 56
Flight 57
Fortification 57
Freezing 57
Ghost Touch 57
Invisibility 57
Invulnerability 57
Keen 57

Life Drain 57
Missile Immunity 58
Poisonous 58
Regeneration 58
Saving Throws 58
Shocking 58
Speed 58
Spell Resistance 58
True Sight 58
Unholy 58
Factions 60
Races Comparison 60
Interracial Unrest 60
Tiles 60
Plains 61
Hills 61
Forests 61
Mountains 61
Deserts 61
Swamps 61
Tundras 61
Shores 62
Ocean 62
Air & Lava 62
Quicksand 62
Resources 62
Resources with unit bonuses 62
Adamantine 62
Boneyard 62
Darkwood 62
Mithril 62
Features 63
Features with unique rewards 63
Altar of the Titans 63

Ancient Mine 63
Ancient Ruin 63
Fountain of Life 63
Great Library 63
Great Oracle 63
Howling Mine 63
Inn 63
Ivory Tower 63
Lost Tribe 63
Node 63
Obelisk 63
Rift 63
Shrine 64
Statue Garden 64
Teleportation Stone 64
Volcanic Ruin 64
Watchtower 64
Unit Abilities 64
Abilities 64
Perks 67
Hero Abilities 69
Heroes 70
Fighters 70
Paladins 70
Rangers 71
Rogues 71
Clerics 71
Druids 71
Wizards 71
Progression Tables 72
Fighter, Paladin 72
Ranger 72
Rogue 73

Clerics and Druids 73
Wizards 74
Cities Progression Tables 75
High Men 75
Grey Elves 75
Dark Elves 76
Unhallowed 76
Draconians 77
Dwarves 77
Myrodants 78
Orcs 78
Manual Changelog 79

PLANAR CONQUEST

Introduction

Our world was called Caldrean. It was a land of both beauty and enchantment. The essence of magic was its life's blood, the very air you breathed crackled with its energy. The wise and the powerful used it, shaped it, crafted it and, lifting themselves to the heavens, sought to become gods. It was their arrogance that destroyed our world, ripped its fabric apart at the very seams. The war of ascension consumed our home. And so we fled.

Gateways were opened to new worlds, to new lands ripe for conquest. The sorcerer lords of Caldrean plunged through these portals taking their servants with them. They intended to wage their eternal wars across the planes themselves. But the magic of these worlds was different. It was not the open flowing source of our homeland. They had to start again and learn the ways of these new powers.

With their learning comes power and with power comes conquest. Only victory will end this war. We will only live in peace when one lord sits upon the throne of heaven. That is why we serve, that is why we fight. If there can be only one lord, it must be our own!

In Planar Conquest you take on the role of a powerful and immortal sorcerer lord. It is your goal to completely conquer the universe and raise yourself up amongst the gods. You may do this with any combination of military, magical, and diplomatic power. When the game opens you know a very limited number of spells and control a single small city along with an army of negligible strength. It is your task to lead your fledgling empire to greatness by exploring the universe, expanding into new territory, exploiting the resources that you find, and exterminating your enemies.

In order to succeed in your quest for power you will need to make use of all the resources available to you. A vast number of spells can be researched and discovered. Each race offers unique units with a variety of special skills and qualities. Heroes will offer their services to leaders who have proven themselves capable. And powerful artifacts can be created to enhance the already formidable skills of the champions who serve you. A wise sorcerer lord will utilize all these assets in order to gain an advantage over their adversaries. If you hope to carve a path to power you will need to show such wisdom.

.

Main Menu

Starting a new game in Planar Conquest is very simple. However, there are several game modes to choose from and each mode has a number of settings that you need to understand. We'll take a brief look at each mode to help you get in game as quickly as possible. More information about the many options you have is available in other sections of this manual.

The main menu has a number of options:

Continue

This option automatically loads the last saved game.

Single Player

This option enables you to start a new game or load a previously saved one. Within Single Player you have the following options:

New Game

Starts a new game. This is the default game mode. It allows a player to face a number of AI opponents in a quest to conquer the universe.

Load

Here you can select and load a previously saved game.

Quick Start

Automatically starts a new game with the following setup: you receive one of the predefined Sorcerer Lords chosen at random, a random race, average settings and two medium worlds.

This option is provided mainly for first time and lesser experienced players, who do not necessarily need to tinker with the many game settings of Planar Conquest and want to start a game right away.

Battle Arena

The Battle Arena enables you to fight a battle against the AI without the strategic layer. Simply select the roster for both armies and pitch them against each other. The arena is great for quick-testing both units and spells.

Options

The options menu allows you to change the settings of the game. There are three tabs concerning different facets of the game.

Audio/Video

This tab allows you to change video and audio settings.

Resolution

Here you can change the game's resolution.

Graphics Quality

Here you can change the overall quality of the game's graphics.

Vsync

Toggle vertical synchronization (Vsync).

Antialiasing

Set the amount of Antialiasing.

VFX

You can toggle Bloom, Glow and SSAO on or off. These effects can be quite tasking, so if you are experienced slowdowns or low framerates, turn these off first.

Master volume

Change the

Music volume

Change the music volume in the game.

SFX volume

Change the volume of all sound effects in the game.

UI volume

Change the volume of user interface sounds in the game.

Gameplay

This tab contains settings concerning Planar Conquest's gameplay.

Language

You can change the language of the game here.

Show EOT notifications

Turns idle armies, cities and researching notifications that appear over the end of turn button off or on.

Armies movement

Toggle whether you want to see the movement of visible enemy armies during their turns or not.

Tooltips delay

Set the delay before tooltips appear on buttons and other parts of the interface.

Animation speed

Toggle the speed of all unit animations.

Input

This tab contains key bindings and other input settings.

Starting Game

Selecting the New Game option will enable you to define how exactly the campaign will look like. This setup comes in five or more steps.

Planes

The Game menu allows you to select which planes of existence you want the universe to consist of. Each plane is a separate world and has unique resources and features, and thus picking more planes will make the game longer.

Additionally, you can select the plane's landmass and land coverage. There are four types of landmasses. **Pangea** is a single, large continent. **Two** and **Three Continents** are smaller lands divided by bodies of water (or lava), while **Islands** gives several smaller regions and is the hardest to navigate.

Game

This menu contains all other options that concern the looks of the game.

Opponents

Sets the number of opposing AI Sorcerer Lords. The number of enemies available is tied to both the number of planes and their size. Simply put, the more lands in the game, the more opponents possible.

Difficulty

Sets the game's difficulty. There are five difficulty levels. The easier ones make the AI more peaceful and give bonuses to the player. The higher ones make the AI much more aggressive and give it powerful bonuses.

World Size

Sets the size of maps. Each plane is affected by this setting.

Fast Movement

Toggles Fast Movement on or off. This setting doubles movement points of all units on the World Map. It will not affect their speed during battles. Recommended if you want a quicker game.

Game Speed

Sets the game's pace. The standard setting is 1x. If you prefer the game to be quicker, you can choose the 2x and 4x settings, where the speed of building, researching and crafting is respectively doubled and quadrupled. Fast Movement is heavily recommended on higher speeds. If you would like a more ponderous pace, the 0.5x setting makes the game 50% slower.

Resources Density

Sets the amount of Resources (tiles that give bonuses to nearby cities) on the World Map.

Feature Density

Sets the amount of World Features (places your armies can explore, fight powerful creatures and reap great rewards from) on the World Map.

Neutrals Density

Sets the amount of neutral towns you or the AI can conquer on the World Map.

Faction

On this screen you must select your starting race. This is an important decision, as it helps shape the early game. However, in most cases you can acquire other races as the game continues. It is important to note that this is not true of the Unhallowed. The undead will not coexist with the living races and vice-versa. So, selecting the Unhallowed at this point will change the entire game from the beginning to end. If this is your first time playing, you may want to choose one of the other factions in order to first familiarize yourself with the game's mechanics.

Sorcerer Lord

Here you select your Sorcerer Lord. First, you must decide whether you prefer one of the pregenerated Lords or you want to create him or her by yourself. It is highly recommended for inexperienced players to start with a ready Sorcerer before going with a custom one.

Premade Lords

You can select one of the pregenerated Sorcerer Lords by picking this option. They come with their disciplines, spell circles and spells already chosen and are perfect for newer players.

Customized Lords

The Sorcerer Lord can be considered the player's character in Planar Conquest and is defined by the Disciplines and Spell Circles he/she understands. Disciplines give a Sorcerer Lord an inherent ability or weakness that affects the way he/she controls his/her empire. Spell Circles give a Sorcerer Lord access to certain spells. The fastest way to get in game is to select one of the pre-made Sorcerer Lords. There are many to choose from, and all of them are quite unique and fun to play. Once you're more familiar with the game (or if you're the adventurous type) you can create a custom Sorcerer Lord.

Each custom Sorcerer Lord begins with twelve points to spend between disciplines and spell circles. The simplest "build" is to spend nine points on a single spell circle and spend the remaining three points to take the Circle Mastery discipline for that circle. (Spend twelve points to become a Destruction Master, for instance.) Alternatively a player can select a number of disciplines as well as spell circles. In addition, there are also a number of negative disciplines that give the player bonus points for taking a specific disadvantage. Advanced players can even spend all their points on disciplines and start the game with their sorcerer lords only knowing how to use Arcane spells.

It is very important to note that the twelve Spell Circles can be looked at as two sets of six. Half the circles are sorted according to effect, the other half according to element.

Each spell in the game is assigned not only according to its two relevant circles, but also by its tier. The tier represents the power level of the spell. Spells from tier one to eight belong to two spell circles, one effect and one elemental, whereas tier nine spells (the most powerful in the game) belong only to a single circle.

Any combination of circles that add up to the correct tier will give you access to spells of those circles and tiers. For instance, Fireball is a tier three Fire/Destruction spell. Any

combination of Fire and Destruction that adds up to at least three will give the player access to Fireball. So, if you have three tiers in Fire, or two in Fire and one in Destruction, or one in Fire and two in Destruction, or three in Destruction you would potentially have access to Fireball.

More information on Spells and Spell Circles can be found later in this manual.

Spells

The spells menu allows you to select the starting spells that your sorcerer lord will know at the start of the game. They are sorted by spell circle and tier. You can pick a number of spells depending on the number of spell circles your sorcerer lord understands. Here's a table showing how many spells you can pick with each circle tier:

tier	1st level	2nd level	3rd level
I	1		
II	2		
III	3		
IV	4		
V	5		
VI	6		
VII	6	1	
VIII	6	2	
IX	6	3	
MASTERY	6	4	1

Each spell can only be selected once, even if the sorcerer lord has access to it from more than one circle. So, if a sorcerer lord with tiers in both Earth and Destruction selects Acid Arrow as one of his/her starting Earth spells it will be unselectable in the Destruction spell list. Acid Arrow could be taken as an Earth or Destruction starting spell, but not both.

World Map

When the game starts, you will see the World Map of Planar Conquest, with your first city, army and the surrounding terrain. The World Map is the interface through which you are going to explore the world, overlook your armies and cities, cast spells, and manage your empire.

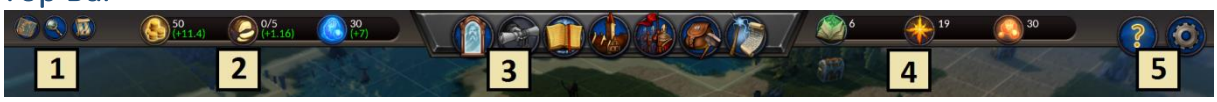
To move the camera, use the arrow keys or hold the X mouse button and move the mouse. You can zoom in and out using the mouse wheel.

World Map GUI

There are three main interface elements on the World Map:

1. Top Bar
2. Selected Army Panel
3. End Turn / Notification Button

Top Bar



The top bar serves as the main point managing your empire.

1. These three smaller icons allow you to access the minimap panel, use the surveyor and open the notifications window.
2. This part shows your economical resources: Gold, Food and Mana, as well as their per turn incomes.
3. These buttons open all the management windows. From left to right: Mirror, Diplomacy, Spellbook, City Management, Armies Management, Item Management and Magic Panel. Each of these windows will be fully explained in the following chapters.
4. This part shows your magical resources: Research income, Power and Spellcraft.
5. Finally, the question mark button opens the hint window and the gear button opens option, allowing you to save, load or exit the game.

Selected Army Panel



The Selected Army Panel displays the individual units in the currently selected army.

1. Shows currently selected army. The blue arrows allow you to browse through all your forces.
2. These are orders available for your whole army.
3. These are orders available for the unit currently selected.
4. This is the unit tab, showing all units in the army.

Units Tab

This large tab shows units that the selected army contains. Just above the units' icons you can check out their remaining Movement Points.

Army Orders

There are a number of commands that can be issued to each army each turn. From top to bottom:

- No order
- Skip turn: This orders the army to wait for their orders until the next turn.
- Fortify: This orders the army to fortify its position. Fortified units will not move and will have the first turn when attacked.
- Heal: army will fortify its position until every unit is at full health.
- Move: This orders the army to move toward its destination automatically at the end of each turn.
- Split: enables you to split units from the army to a new one.
- Autoscout: In this mode the army will explore the map automatically until the whole world is visible or the order is cancelled.

Unit Orders

Some units have special abilities they can use on the World Map. If you select a unit, all possible abilities will be highlighted. These are:

- Build city: creates a new city on the current tile. The unit must be at least 4 tiles from the nearest city to use this ability.
- Build road: builds a road on the current tile. Roads reduce cost of moving through a tile by 50%.
- Build siphon: builds a siphon on an unguarded Node. Siphons bring you additional Power. More on this in the Magic chapter.
- Purify: purifies a corrupted tile. Corrupted tiles bring no bonuses to the living races.
- Corrupt: corrupts a tile. Non-corrupted tiles bring no bonuses to the Unhallowed.
- Embark/Disembark: orders the whole army to embark (or disembark from) a ship. Can only be used near water tiles (or land tiles in case of disembark)

Menus

Menus allow you to control every layer of your empire.

1. Mirror – shows your Sorcerer Lord, his magic circles, disciplines and Fame.
2. Diplomacy – here you can trade or declare war on other Sorcerer Lords.
3. Spellbook / Research Book – here you can select spells for casting and researching.
4. Cities Management – here you can manage all your cities.
5. Armies Management – here you can manage all your armies and units.
6. Items Management – here you can craft items, as well as equip your heroes with them.
7. Magic Panel – here you can manage your power and enchantments.

Resources

There are six resources shown on the upper bar. Seven living races grow and spend Food in their empires. The Unhallowed need not Food, they use Negative Energy instead.

Gold

Gold is used for a wide variety of actions. Most normal units cost a small amount to upkeep on a per turn basis, as do buildings in towns. It is also possible to instantly finish current production in a town by spending a large amount of gold. Additionally, you can use it to hire heroes and mercenaries or buy artifacts in inns. The main source of Gold is tax paid by citizens of your cities, but you can also gain large sums as rewards from various guarded locations in the world. Gold is stockpiled normally and without any restrictions (unless you have the Ascetic discipline).

Food

Food is used almost singularly to maintain units on a per turn basis. It can be only produced by farmers in your towns. However, **normally all surplus food is wasted and does not stockpile**, so you need to keep a watchful eye on food balance to make sure all your troops are fed and will not desert between turns. Each Granary building makes you able to preserve 5 Food.

Negative Energy

Negative Energy is the currency of the Unhallowed. The undead do not need food to upkeep their troops or gold to maintain their buildings. Both armies and cities require only Negative Energy, generated by Gatherers (who replace farmers) in Unhallowed towns. Negative Energy is stockpiled normally and without any restrictions.

Mana

Mana is the magical resource of Planar Conquest and can be used in many ways. All spells cost mana to cast and magical items cost mana to forge. Enchantments and summoned creatures also require some mana to upkeep on a per turn basis. The main source of Mana comes from Power distribution (which you can adjust in the Magic panel), but you can also gain large sums as rewards from various guarded locations in the world. Mana is stockpiled normally and without any restrictions.

Power

Power is the basic magical resource. You start with base 15 Power, and can gain more from resources, magically inclined population (such as elves), and nodes. Harvested power is redistributed into three spheres: Mana, Spellcraft, and Research.

Spellcraft

Spellcraft is the Sorcerer Lord's skill as a mage. Spellcraft level limits the amount of mana he can use in one turn on casting strategic spells, using battle spells and crafting items. For example, a Lord with Spellcraft level 30 can spend (if he has the required mana, of course) 30 mana on casting, 30 mana on crafting, and additional 30 mana in battle.

Research

Research enables you to gain new spells. By investing Power, you gain Research Points spent automatically on your currently researched spell. Your Research can be further amplified by city buildings.

Menus

Diplomacy

Diplomacy allows you to trade, sign treaties and declare wars on other Sorcerer Lords vying for power. You need to actually meet another Lord (by encountering one of his units or towns) to establish relations with him.

A number of diplomatic states can exist between Sorcerer Lords:

- Eternal War - War without the possibility of a truce or peace agreement. This is the permanent state between a Sorcerer Lord controlling the Unhallowed and any other Lord.
- War – Active war between Sorcerer Lords.
- Truce - Peace lasting a definite amount of turns, when broken or ended the state again returns to War.
- Peace - A neutral state.
- Non-Aggression – A slightly improved neutral state where each Sorcerer Lord agrees not to attack the other.
- Defensive Alliance – This is an agreement to work together for common defense. If either of the Sorcerer Lords in the agreement are attacked the other will be asked to declare war on the attacking Sorcerer Lord.
- Alliance – This is a more active version of a Defensive Alliance. If either Sorcerer Lord in the agreement is attacked both automatically declare war on the attacker. Additionally, both Sorcerer Lords see each others' field of view.

In addition to signing treaties, you can engage in trade. You are able barter with your Gold and Mana reserves, units, spells and items. You can, of course, combine these two elements: for example, ask for a truce in exchange for some gold and spells.



1. Sorcerer Lord you are engaged in diplomacy with.
2. Selecting one of these relations will add them to the bartering table.
3. Your merchandise. You can add any of them to the bartering table.
4. Merchandise of the other Sorcerer Lord. You can add any of them to the bartering table.
5. Known Sorcerer Lords. Click on a portrait to select that Lord for trade.
6. Bartering table. Shows what is currently being dealt on both sides. You can confirm the proposition by clicking on the Confirm button.

City Management

Cities are the true foundation of your empire. They house and produce citizens who, in turn, generate several types of production and pay taxes (with the exception of the Unhallowed). They train the units that will fill your armies and provide the gold and food (or negative energy in the case of the Unhallowed) to support them. Certain buildings also generate power or give the units you train in the city certain benefits. The more cities you have the more you can produce and support. Adding cities to your empire is the very core of increasing your strength.

Managing City

A well managed city is one of the keys to a Sorcerer Lord's success. A town's output is based on the concept of Population. A newly build town starts with 1000 citizens, while the capital with 6000 people. Towns' population is growing steadily throughout the game – the bigger the disparity between the current Population and the maximum one (which is based on the terrain surrounding it), the bigger the growth. You can check the maximum population of a town using the Surveyor.

Each 1000 Population translates into 1 Citizen. A citizen pays taxes according to the empire's tax rate, consumes 1 Food per turn and can fulfill one of four roles:

- A Farmer contributes 2 Food and 0.5 Production. There always needs to be a minimum amount of Farmers in a town to feed all citizens. If for some reason (such as high Unrest) there are not enough Farmers to have a positive Food income, the city will start to lose Population.
- A Craftsman contributes 2 Production (3 in case of Dwarves and Myrodants).
- A Sage contributes 2 Research.
- A Rebel does not contribute anything, cannot be reassigned and does not pay any taxes (he still eats, however). Rebels appear based on the town's Unrest.

You must strive for a proper balance between roles. You need enough food to feed your armies, but also faster production for new units and better buildings. Higher taxes mean more gold, but they create rebels, who reduce a town's productivity.

City Screen

Here is how the city screen looks like:



1. Cities List. Shows all your towns, their population and population growth, race, and the plane they are located on. A red label notifies you should take a closer look at a town. IDLE means the city is not producing anything. RIOTS means that Unrest there reached critical levels.
2. Tax rate. Here you can change how much gold citizens pay you every turn. Global unrest shows the basic Unrest in every town you control.
3. Production. Shows the production output of the selected city.
4. Shows the amount of town militia.

5. Citizens. Here you can distribute the town's citizens into proper roles. The lower part shows Rebels and current Unrest. 10% equals to 1 Rebel in a town with 10 Citizens.
6. City tabs. They allow you to train units, construct buildings, and inspect stationed units
7. Shows the city's full income: Gold, Power, Food, Negative Energy, and Research.
8. Shows events that currently affect the town.
9. Shows all resources in the town's radius.
10. Shows all enchantments affecting the town.
11. Production queue. You can change its order by moving items around or buy instantly using the BUY button.

Production

A city can only build one item at a time – either a unit, or a building. Both units and buildings cost a specific amount of Production, generated by your citizens in towns. An item in the queue is created once the city generates enough Production Points.

You can speed up production by buying items outright. It costs a lot of Gold (or – in case of Unhallowed – Population), but the Production Point quota is immediately filled and the unit or the building will be ready the following turn.

There are also two toggles in the Building Production. First is Housing, which increases Population Growth based on the amount of Craftsmen active. The second is Trade Goods, which simply converts Production into Gold.

Magic

Magic is the bread and butter of the game. Spells not only help you in growth, expansion and warfare alike, but can also actually win the game.



This panel helps you govern your magical powers, from Power to summoning.

1. Alchemy allows you to convert gold into mana and vice versa.
2. Shows current Power, its distribution, and Spellcraft level.
3. Shows what you are crafting, casting and researching.
4. Shows all enchantments currently active in the game.

Alchemy

This panel allows you to convert Gold to Mana and the other way around. Normally, the conversion ratio is 2:1, which means you only gain 1 Mana for every 2 Gold spent, but with the Alchemy discipline, the ratio changes to 1:1.

Click on the mana/gold icon to enter the desired value and click the Transmute button to finalize the process. Clicking on the arrows button reverses the transmutation's direction.

Power and Distribution

Power

Power is the basic magical resource. You start with base 15 Power, and can gain more from resources, magically inclined population (such as elves), and nodes. Harvested power is redistributed into three spheres: Mana, Spellcraft, and Research.

Mana

Mana works as currency in a similar way Gold does, only for magical purposes. All spells costs mana to cast, enchantments and summons also require an upkeep in mana. It is also used to craft magical items.

Spellcraft

Spellcraft is the Sorcerer Lord's skill as a mage. Spellcraft level limits the amount of mana he can use in one turn on casting strategic spells, using battle spells and crafting items. For example, a Lord with Spellcraft level 30 can spend (if he has the required mana, of course) 30 mana on casting, 30 mana on crafting, and additional 30 mana in battle. To increase Spellcraft, a Sorcerer Lord must spend Power equal double his current level. So, if his level is 30, he needs to invest 60 Power.

Research

Research enables you to gain new spells. By investing Power, you gain Research Points spent automatically on your currently researched spell. Your Research can be further amplified by city buildings.

Lock

The ratio of each of the power spheres can be locked in place by clicking on the icon above the sphere. This allows the player to change two without changing the third.

Info Bar

Researching

Displays the spell the player is currently researching as well as its estimated time to completion. It will also open the Research Spellbook.

Crafting

Displays the artifact (if any) the player is current crafting as well as its estimated time to completion.

Casting

Displays any spell the player is currently casting as well as its progress and estimated time to completion.

Summoning To

Shows the current location of the player's summoning circle.

Active Enchantments

This window shows all the enchantments cast by all Sorcerer Lords. They appear here even if you haven't met a Lord yet – they will show the caster as "unknown". You can sort enchantments by Sorcerer Lord using the tabs on the left.

Spellbook

This is where you research and cast spells.



1. Here you can find all available spells.
2. This shows the selected spell, its effect, cost and properties.
3. These tabs on both sides of the spellbook enable you to sort spells by Circle.
4. The buttons enable you to toggle between the Casting and Research Spellbook.
5. Here you find your favourite and your stored spells.
6. Here you can sort spells by Tier and by mana needed to cast, as well as toggle to show only Strategic or Tactical spells.

Spells

Spells can be cast both on the World Map and on the Battleboard. Most spells can only be cast either on the World Map or the Battleboard, although there are several spells that have both strategic and tactical versions (researching such a spell gives access to both versions).

Spells can be divided into groups based on target:

Unit Enchantments

Cast on a single unit. They can be both tactical and strategic spells. They work for an indefinite amount of time and require mana upkeep on the World Map. They work for the duration of the battle or for a limited amount of turns on the battleboard.

City Enchantments

Cast on a single city. They are always strategic spells. They work for an indefinite amount of time and require mana upkeep.

Combat Enchantments
Cast on the battlefield without a predefined target. They last a limited amount of turns or for the duration of the battle.

Planar Enchantments
Cast on a single plane. They are always strategic spells. They work for an indefinite amount of time and require mana upkeep.

Global Enchantments
Cast on the world map without a predefined target or on another Sorcerer Lord. They work for an indefinite amount of time and require mana upkeep.

Instants
Can have a variety of targets (cities, units, armies, tiles, etc.). They can be both tactical and strategic spells. Their effects are applied instantaneously and they do not require upkeep.

Summons
Cast without a predefined target. These spells create new units. Strategic summons almost always appear in the Summoning Circle, while tactical summons on a selected tile on the caster's half of the battlefield). They can be both tactical and strategic spells. While the spells themselves apply their effects instantaneously, the summoned creatures may require upkeep.

Terraforming
Cast on a world map tile. These spells change terrain type of the target tile(s). They are always strategic spells. Their effects are applied instantaneously and they do not require upkeep.

Spell

A spell entry in your spellbook looks like this:



1. Shows the name and icon of the spell. The two smaller icons on the left show the spell's circles. You can add this spell to your favourites by clicking on the purple star in the corner.
2. Describes the effects of the spell.
3. These are the spell's properties. From left to right, top to bottom:
   a) **Cast Cost**. Mana the caster must spend to cast the spell.

b) **Casting time**. The amount of turns it will take to cast the spell (provided you have enough mana).

c) **Allows Spell Resistance**. Whether the spell can be thwarted by Spell Resistance or not.

d) **Maintenance cost**. How much mana the spell costs per turn to upkeep. Note that summoning spells themselves do not have maintenance costs, but the creatures summoned do. Their upkeep is shown in the Effects area.

e) **Saving Throw**. Icon shows which saving throw applies (if any), and text – how a passed saving throw will influence the spell.

f) **Duration**. The amount of turns the spell works.

g) **Target**. What you can cast the spell on.

h) **Area of Effect**. Shows whether the spell works on a single target or on an area.

4. Infusion. This allows you to spend additional mana to boost the effects of the spell, for example, damage it causes or its duration.

Casting

Casting a spell on the World Map costs Mana, and often lots of Mana. Most spells will take several turns to cast. Maximum amount of Mana you can spend on casting a spell per turn is limited by your Spellcraft level.

Once you manage to spend all the mana required to cast a spell, you will be prompted by a Casting pop-up window. It will give you the option to either cast the spell immediately or preserve it for future use. You can have up to eight spells stored.



Global enchantments and summons are targeted automatically.

To cast a spell on a unit, simply select the army where your target is from the list in the window, click the Proceed button, choose your desired unit and confirm by using the Cast button.

To cast a spell on a city, select the target from the list of available cities that appears in the casting window and confirm by using the Cast button..

To cast a spell on another Sorcerer Lord, select his portrait from the list in the casting window and confirm by using the Cast button.

To cast a spell on another spell (yes, it's possible in Planar Conquest), select the target spell from the list in the casting window and confirm by using the Cast button.

To cast a spell on a Node, toggle between known Nodes by using blue arrow buttons and select your target and confirm by using the Cast button.

If there are no possible targets for the spell you've just cast (for example, you haven't met any other Lords yet), your only option is to deposit the spell using the Store button.

Stored spells

To unleash a spell you have already cast and preserved, open your Spellbook and go to the Storage tab. Select the stored spell, click cast, and proceed with casting as normal.

Researching

To research a new spell, enter the Research Book. You always (unless there no more spells to study) have eight random spells to choose from for research. The more spells you research, the more advanced (of a higher tier) new spells will appear in the Research Book.

You can only research spells you have the appropriate tiers in Circles in.

Item Management

You can use the forge to create custom magical artifacts you can use to equip your heroes. Adventurers using only their starting kits might feel underpowered, but properly equipped they can become true machines of destruction.



1. Forge allows you to create new items. Use the panel on the left to select the item's properties, which will then appear in the right panel.
2. Item queue, shows all items currently crafted.
3. Heroes. Shows all heroes you currently employ.
4. Item vault. Shows all items you possess in your vault.
5. Hero equipment. Shows items equipped by the currently selected hero.

Crafting

Similarly to casting, crafting uses Mana, and the maximum amount of Mana you can spend on crafting per turn is limited by your Spellcraft level.

To create an item, first choose its type. This will determine which of a hero's slots the artifact will occupy.

- One-handed, two-handed and ranged are weapons and increase damage caused by the hero
- Armors and shields increase Armor Class of the hero
- Helmets, cloaks and rings do not have any basic properties, but can have multitude of useful enchantments

In case of weapons and armor, the next step is choosing the item's subtype. This will influence basic stats of an item, as well as which heroes will be able to use it (refer to the heroes section for more information).

Again, weapons and armor have Bonuses. These are standard bonuses to Hit Chance and Damage (for weapons) or to Armor Class (for armors and shields).

Finally, all items can have up to five enchantments. They can grant a wide variety of bonuses, ranging from additional damage to flying. Most of these enchantments require the Sorcerer Lord to possess some tiers in a specific spell circle. For example, adding Fire resistance to armor needs 2 tiers in either Fire or Protection circles.

There are lots of possibilities here, and all of them are described in the Appendix.

Mana cost of items grows exponentially with the amount of enchantments, so be wary that some items can be prohibitively expensive to craft.

Heroes Inventory

This panel allows you to browse through all the items you possess and equip your heroes with them. By selecting a hero you can see his inventory. Drag and drop an item into its correct slot to equip the character with it. Items marked with red borders are unusable by that hero.

Managing Armies

While cities form one cornerstone of your empire, support and provide you with resources, armies are your second backbone. You will use them to uncover the worlds, explore ruins and other features for treasure, defend your cities, and, finally, attack and defeat your opponents.

A single army may consist of up to 16 units.

Moving

You can select an army by left-clicking on it. To deselect it, click on it again or right-click on the world map.

While selected, you can order the army to move to a specific tile by left-clicking on the desired location. Army's speed is constrained by Movement Points value of the units it contains: it cannot move farther than its slowest unit. Terrain types have different movement costs:

Terrain type	Movement cost
Plains, Hills, Desert, Tundra	1
Swamp, Forest	2
Mountain, Quicksand	3
Ocean, Lava, Air	1*

* units need water walking to cross Ocean and flying to move through Lava and Air

Exploring

The primary function of your armies, especially at the start of the game, is exploring the world. Units have a vision range of two (most normal units) or three (cavalry and flyers) tiles.

There are many objects sewn over the planes. They can be divided into three groups.

Resources

These objects are static and armies cannot interact with them in any way. Resources grant various bonuses to towns if they are located within their zone of control. They vary from fertile soil to rare adamantium ores.

Chests

Chests are common sites that contain small amounts of treasure. An army moving onto a tile with a treasure chest automatically picks up the rewards. There are five possible contents of these chests:

- **Gold** – a small quantity of gold.
- **Mana** – a small quantity of mana.
- **Research Points** – a small quantity of Research Points added to your currently researched spell.
- **Experience Points** – some Experience Points added to all units in the army.
- **Negative Energy** – a small quantity of Negative Energy. Only appears on the Shadow Plane.

Features

Features are the most interesting points on the map. They vary from bandit camps to magical nodes and dragon lairs. Features are almost always guarded, but the treasures they contain are much bigger and worthwhile than those you can find in chests.



Guardians

The upper bar shows enemies that protect the location from strangers. Each feature has its own list of possible guardians. For example, an Air Node will always have some Air summons as guardians. If this bar is empty, the feature is not guarded at all.

Rewards

The lower bar shows possible rewards that could be found after defeating the guardians. These could be:

- **Gold** – large quantities of gold.
- **Mana** – large quantities of mana.
- **Experience Points** – additional Experience Points added to all units in the army
- **Research Points** – additional Research Points added to your currently researched spell
- **Item** – a magical item for your heroes to use.
- **Prisoners** – a unit, or possibly even a hero, that joins your cause.
- **Spell** – a spell from one of your Circles.

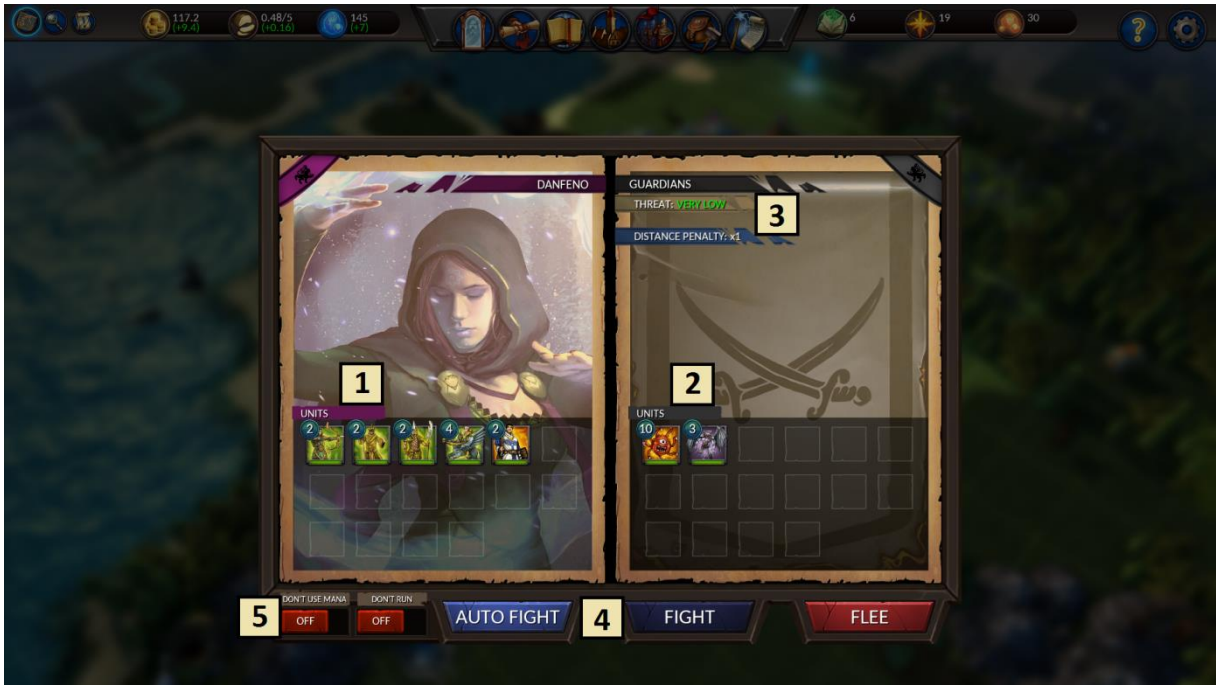
- **Spell Circle** – a new Spell Circle or a higher tier of one you know already.
- **Unique** – some features offer unique rewards. More on them in the Appendix.

Interacting

To explore a feature, move your army onto its tile, and click the Interact button when the feature window appears. Alternatively, you can always call the window up by pressing and holding on the feature. Your units need to have at least 1 Movement Point to be able to interact. Threat level shown above the guardians bar indicates how difficult it will be for your current forces to defeat the guardians of this feature.

Attacking

Finally the time will come when you decide to attack, either a world feature, a neutral town, or an opposing Sorcerer Lord. Attacking is easy – simply move your units onto a tile occupied by enemy forces, or interact with a guarded feature. This screen will appear then:



1. This side shows the attacker's units, and the Sorcerer Lord's portrait if these are his forces.
2. The other side show the defender's units, and the Sorcerer Lord's portrait if these are his forces.
3. The upper tab shows difficulty level of the battle for your forces, from Very Low to Very High. Below it displays the distance penalty to your spellcasting in battle, and whether the battle is taking place on a Node.
4. These are action buttons. FLEE allows you to retreat from a battle, if you are the attacker (defender cannot flee outside of combat proper). FIGHT will take you to the Battleboard for a manual tactical battle. AUTO FIGHT will make the AI simulate the battle in a simplified form.
5. These are toggles for autobattles. DON'T USE MANA prevents the AI from spending mana from your mana pool, and DON'T RUN prevents your forces from retreating.

Gaining Experience

Defeating foes in battle will, in addition to any spoils, grant Experience Points to all units that participated in battle. Units will accumulate gained experience and gain higher levels.

Units can start on different levels – basic soldiers such as Spearmen or Archers start at level 1, while Paladins at level 6, and Great Drakes at level 11. Every unit can gain up to 5 more levels. Amount of Experience Points needed to reach a higher level equals this level * 1000. So, to reach level 5 a unit must gather 5000 Experience Points.

Reaching a new level grants the unit more Hit Points, a better chance to hit, and better saving throws.

Armies Management

Armies Management window allows you to manage all your armies.



1. Armies Bar – shows all armies in your disposal.
2. Units List – shows all units in the selected army.
3. Unit Stats – shows the profile of the selected unit
4. Unit Skills, Unit Attack & Defense, Inventory – three tabs that show more information about the selected unit. Inventory is only available for hero units.

Unit Stats

Every unit is characterized by a set of stats. They describe how the unit may fare in battles.

Hit Points

The upper, green bar shows the unit's Hit Points. Hit Points (HP) are a measure of a unit's health. If HP reaches 0, the unit dies. Many units consist of several soldiers, each with their own HP. If the HP bar is divided into smaller pools, it means this is a multi-figure unit. Hit Points grow with levels.

Mana

The second bar shows the unit's Mana. Mana is used by units to cast spells in battle, and also for Ranged Magical attacks. It is always fully replenished at the end of combat. Most units do not have any mana points.

Experience Points and Level

The third bar shows the unit's current level and the progress Experience Points.

Upkeep

Shows the amount of Gold, Mana, Food and/or Negative Energy you have to pay per turn to maintain this unit.

Movement Points

Shows current and maximum Movement Points of the unit. This value represents how far the unit can travel in a single turn, both on the World Map and on the Battleboard. If Fast Movement is toggled on, Movement Points will be doubled, but only for the World Map.

Armor Class

Armor Class represents how hard is to successfully strike and harm the unit. The bigger the value, the better the unit's defense. You can find out the details of the combat system in the Battle section of this manual.

Melee / Ranged / Ranged Magical Attack

Shows average damage the unit inflicts using its Melee, Ranged and Ranged Magical attacks (if available). You can find out the details of the combat system in the Battle section of this manual.

Fortitude / Reflex / Will Saving Throws

Shows the unit's resistance to various spells and effects. Fortitude is used against most debuffs. Reflex works against projectile and other damaging spells. Will can protect against effects affecting the mind.

Heroes

Heroes are a specific type of unit. They are unique – there is only a single copy of each hero prefab and if he dies, he won't appear again (unless resurrected by his or her owner). They are much more customizable than normal units. They can gain new abilities and spell on level ups and their weapons and armor can be changed by their Sorcerer Lord.

Hero Classes

There are several hero classes in the game. Each class has its own:

- Abilities and Perks that can be chosen on level ups or randomized by the Random Ability skill
- Number of Hit Points gained on level ups
- Attack Bonus progression on level ups

- Saving Throws progression on level ups
- Weapon and armor restrictions

You can find the ability list and progression tables in the Appendix.

Fighter
Base Hit Points: 10.
Hit Points per level: 5.
Saving Throws per level: Fortitude - fast; Reflex & Will - slow.
Base Attack Bonus: Fast
Can use all armor and weapons except wands

Paladin
Base Hit Points: 10.
Hit Points per level: 5.
Saving Throws per level: Fortitude - fast; Reflex & Will - slow.
Base Attack Bonus: Fast
Can use all armor and weapons except wands

Ranger
Base Hit Points: 8
Hit points per level: 6
Saving Throws per level: Fortitude & Reflex - fast; Will - slow.
Base Attack Bonus: Fast
Can use all armor except Banded and Plate, and all weapons except wands

Rogue
Base Hit Points: 6.
Hit Points per level: 3.
Saving Throws per level: Reflex - fast; Fortitude & Will - slow.
Base Attack Bonus: Average
Can use daggers, short swords, morning stars, hand axes, hammers, bows and crossbows, small shields, and wear light armor up to chain shirt

Cleric
Base Hit Points: 8.
Hit Points per level: 4.
Saving Throws per level: Fortitude & Will - fast; Reflex - slow.
Base Attack Bonus: Average
Can only use hammers, morning stars, quarterstaffs, wands and any shields, and wear any armor

Druid
Base Hit Points: 8.
Hit Points per level: 4.
Saving Throws per level: Fortitude & Will - fast; Reflex - slow.
Base Attack Bonus: Average
Can only use hammers, morning stars, quarterstaffs, wands and any shields, and wear any armor

Wizard
Base Hit Points: 4.
Hit Points per level: 2.
Saving Throws per level: Will - Fast; Fortitude & Reflex - Slow.

Base Attack Bonus: Average
Can only use quarterstaffs, wands and wear padded armor

Hero Progression

Unlike normal units, heroes can gain up to 10 levels. Every second level up, starting from the first, they receive a new skill or spell (in case of heroes with Caster ability), which you may choose from a list. The contents of the list depend on the hero's class or, in case of spells, on the magic Circle the spellcasting hero knows.

Gaining Heroes

Heroes can be gained in the following ways:

- They can be bought at an inn. There is a 10% chance a hero appears in one of the two slots. Hiring a hero costs 100 + 10*Fame Required.
- They can appear in an event. Fame increases the chance of that happening, while possessing heroes already reduces it. Cost of hiring a hero equals 100 + 10*Fame Required.
- They can be summoned with a spell. Summon Hero summons a random hero, Summon Champion summons a random champion. Summoned heroes have no hiring costs.
- They can be freed from a World Feature. Freed heroes have no hiring costs.

Equipment

Heroes have the following equipment slots:

- Two hands. They can wield a one-handed weapon and a shield, two one-handed weapons, one two-handed weapon, a ranged weapon and a one-handed weapon, or a ranged weapon and a shield.
- Chest. They can wear armor.
- Head. They can wear helmets.
- Cloak. They can wear cloaks.
- Fingers. They can wear two rings.

You can change his heroes' equipment at any time on the World Map, but the inventory is locked during combat.

Battle

It's only a matter of time before your scouts run into either armies of roaming creatures or enemy cities. In both cases you should access the enemy's strength before you decide to attack. In order to look at the units in an army or in a city simply left click the army or the city. To attack an army or city select the army with which you want to attack and then, much like attacking a world feature, left click the target army or city.

Your scouts may also encounter the forces or cities of enemy sorcerer lords. As you encounter enemy lords, they will be added to the diplomacy and reports panel on the main GUI. This will allow you to assess their strength and engage in diplomatic relations.

It is important to know when to face the enemy and when to fall back. Weakening roaming armies before they can reach your cities is a good idea, but so is saving your army's strength until an attack is imminent. It is one of the delicate points of balance in Planar Conquest and it's a skill that takes time to perfect.

Battlefield



The camera on the battleboard is fully controllable. You can zoom in or out using the mouse wheel or move around by holding right mouse button and moving your mouse.

You select and order units in the same way as on the World Map, by left-clicking. Highlighted tiles show movement range for the selected unit. Battleboard interface includes:

1. Attack bar. This shows both your selected unit (on the left) and the enemy you have chosen (on the right). In the middle you can check out how effective will your unit's attack be.
2. Your current and maximum mana for this battle.
3. This buttons are, from the left:

a. Cast a spell. You can cast one of your own spell from here. You are limited to one spell per turn.
b. Use unit ability. Some units can have active skills or can cast spells.
c. Order unit to retreat. It needs to be on border of the battleboard to attempt to retreat.
d. Toggles through your active units.
e. Opens hint window.
f. Opens menu window.

4. Battle Log. You can find precise rolls for every action on the battlefield here. Below the battle log are active combat enchantments.
5. End turn. Ends current turn.

Battle mechanics

Units can move the amount of tiles equal to the movement rate, similarly to the World Map. Each unit can make a number of actions, depending on its abilities and skills. These actions are:

Melee attack

Can be used only on adjacent enemies. Attacking costs half the unit's movement points (it can attack twice if it didn't move). Both the attacker and defender strike at the same time (unless a specific ability, like First Strike, is present), and losses are calculated after all attacks.

Thrown attack

Can be used only on adjacent enemies. Thrown is automatically used in addition to any melee attack, but only when the unit is actually attacking, not defending. It is calculated before the melee phase, so any lost figures will not fight during it.

Gaze attack

Can be used only on adjacent enemies. Gaze is automatically used in addition to any melee attack, but only when the unit is actually attacking, not defending. Unlike all other attacks, it does not deal damage directly. Instead, it forces a Saving Throw (Will) for each figure in the attacked unit. Any figures that fail the save are killed automatically. It is calculated before the melee phase, so any lost figures will not fight during it.

Backstabbing

A form of melee attack. A unit applies it automatically when an opponent disengages from contact (moves into a tile not adjacent to the unit) or uses a ranged attack or casts a spell when adjacent. A unit can only make a single backstabbing each turn.

Ranged attack

Can be used on any enemy on the battlefield. Attacking costs all the unit's movement points. The further the target, the lesser the chance to hit. Ammunition restricts the number of ranged attacks a unit can make in a single battle. Provokes backstabbing.

Ranged Magical attack

Almost identical to Ranged attack. However, it does not have any ranged penalties and uses 3 mana per attack, rather than any ammunition. Provokes backstabbing.

Unit ability / Spell

Some units can cast spells, similarly to a Sorcerer Lord, or use their own activated abilities. Units draw mana from their own mana pools, rather than the Lord's. Casting spells costs all the unit's movement points, while using abilities is free. Casting provokes backstabbing.

Retreat

Unit attempts to flee from the battle. Usable only on the back tiles of the battlefield. Escaping uses all the unit's movement points and has 50% chance of success.

Stats

Multi-figure units

Most normal (recruitable) units consist of not one, but several soldiers. Each soldier (figure) has his own attack(s) and health pool. For simplicity's sake, when such a unit is hit, damage is applied to a single figure first. When its HPs are depleted, the figure dies and the unit loses his attacks.

Hitting and damaging

Each attack (both melee and ranged) is applied the same way. First, it must hit, which means that a roll of d20 (20-sided die) with any added bonuses must be higher or equal than the defender's Armor Class (AC).

When the attack hits, damage is calculated based on the unit's damage output.

Damage Resistances and Vulnerabilities

Some units have innate resistance or susceptibility to specific damage types. For example, Skeletal Archers are Resistant to Piercing damage, but Vulnerable to Bludgeoning.

Resistance is an integer that is reduced from the damage dealt by the attacker. For example, a unit would be normally dealt 15 damage, but thanks to its resistance 5, it only receives 10 damage instead.

Vulnerability is percentage-based, which means the damage received is multiplied. For example, a unit would be normally dealt 10 damage, but due to its vulnerability 50%, it receives 15 damage instead.

Immunity means the unit will not receive any damage from the specified source at all.

Saving Throws

Most spells targeted at enemies can be fully resisted or at least have their effects reduced by making a successful saving throw. The formula for saving throws looks like this: d20 roll plus the unit's Saving Throw needs to be equal or higher the spell's Difficulty Class (DC).

Important issues

Unrest

Unrest is a measure of discontent populace in your cities. It is the percentage amount of citizens of your towns turned to Rebels. Rebels do not work (cannot be assigned as Farmers or Craftsmen) and do not pay any taxes.

There are three main causes of unrest:

- Taxes. Bigger tax rate can potentially bring more money to your coffers, but it will always increase unrest. Exact values are shown in the Appendix.
- Races. Having multiple races within your empire may expand your capabilities and make your forces, but almost certainly will have some effect on population's happiness. The amount of unrest generated is based on your capital's race. Exact values are shown in the Appendix.
- Events and Spells. Some events and spells (mostly negative ones) can increase unrest of a single town or within a whole empire.

You can also counter unrest in several ways:

- Buildings. Every race has buildings, such as Shrine, which reduce Unrest.
- Garrison. Every two units stationed in a town reduce Unrest by 10%.
- Spells. There are several beneficial spells that help deal with Unrest. Some positive events also help, but they are random.

Settling cities

Founding new cities is one of the cornerstones of expanding your empire. The first thing you must do is find a suitable site for a new city. You do this by exploring and then using the surveyor tool to determine how suitable a location is for a new city of your chosen faction. New city cannot be closer than 5 tiles from another town and cannot be built on mountains.

Once you've selected a location you must train a settler unit that is capable of founding a new city. The settler unit for each race has a different name, but they are all essentially the same. It is important to note that training a settler unit removes a thousand citizens from the city that built it. Continuing to build settlers from the same city will continue to reduce it citizens and therefore its ability to train new units quickly.

After you have trained your settler unit you must send it to the world tile where you want to found a new city. It is often (if not always) a good idea to send an army to escort the settler unit. Losing them is always costly. Once your settler is in position simply select the army it is in, pick the settler unit, and click the found city button that will appear below its icon.

After the city has been founded it works like any other city. It starts with a thousand population and no buildings. It is a very good idea to start off by using Housing to quickly increase the town's Population and to leave an army in place until the city has grown enough to have an automatic garrison.

Surveyor



Surveyor helps you find the right spots for new towns. The surveyor draws the zone of control as if the town was built on the tile you hover your cursor above and shows values for Maximum Population, Food and Production bonus for the selected race. You can change the race by clicking on the blue arrows.

Capturing Nodes

Nodes are a special type of world feature. They are points where one plane of existence touches another. Power flows through these points and those with the skill can even use them to travel from one plane to another. Capturing a node to make use of its power is a simple matter conceptually; however, in practice it can be more difficult.

The first step in capturing a node is to overcome its guardians. The more powerful a node is, the more powerful the creatures that guard it.

When attacking a node it is crucial to keep in mind that the node may cancel out any spells from any circle of magic outside the node's power. For instance any non-fire spells are likely to fail if cast on the battlefield with a fire node. An added difficulty is that the guardians of a node are likely to be resistant to the power of that node. So, fire nodes are often guarded by hell hounds that are resistant to fire damage. However, it is possible for a sorcerer lord's spellcraft skill can overcome the power of a node if it is high enough.

Once the node is captured a siphon must be constructed in order to harvest the node's power. Each race has at least one spellcasting unit capable of building a siphon. In order to build a siphon simply move an army containing a capable unit onto the node, select the spellcasting unit, and click on the build siphon button that appear below the selected army panel.

Power gained from a siphoned node can be used to generate mana, perform research, or increase your spellcraft skill. It is an essential resource and wise sorcerer lords will seek out every possible source and make it their own.

Corruption & Purification

There is an eternal conflict between the living races and the undead. One of the manifestations of this conflict is corruption and purification.

Corruption is the process of filling an area with negative energy until the normal life forces within are so twisted that they begin generate negative energy. The Unhallowed can harvest and feed off this energy to prolong their unnatural existence. At the beginning of a new game the entire Shadow Plane is corrupted, along with any world tiles within the area of influence of any Unhallowed city. No other tiles are corrupted, however. New Unhallowed cities can only be founded on corrupted world tiles and the living races can make no use of corrupted tiles whatsoever. Unhallowed units with the Corrupt unit ability can be used to corrupt world tiles.

Purification is the process of filling an area with positive energy until the normal life forces within are restored. Only corrupted world tiles can be purified. Once purified, only the living races can make use of them. Any unit with the Purify ability can purify world tiles.

Titans

Titans are beings of legends, mythical creatures of unparalleled power. Their might and skill vastly exceed that of even the mightiest heroes or creatures. Similarly to heroes, they are unique. However, unlike them, once defeated, they are not vanquished forever, only return to their Altar.

Titans can, very rarely, awaken and wreak havoc on the world without having any allegiance. However, they can also be summoned and controlled by a Sorcerer Lord. For this, you must first defeat the powerful guardians of an Altar of the Titans and then offer a mighty bounty to the Titan bound in this altar.

Banishment

The town containing a Sorcerer Lord's tower is his capital, the most valuable, indispensable site. When a capital is conquered, the wizard is banished from the world. Though it does not mean immediate defeat, it does hamper his progress a lot. A banished Sorcerer Lord does not generate any Power and cannot cast any standard spells, be it on the World Map or during battle. However, he automatically starts casting the Spell of Return, which, upon completion, restores his tower in one of his remaining towns. The spell costs a lofty 1000 mana. Be wary, as you instantly lose the game if you have no mana when banished!

Victory & Defeat

There are two basic ways to win (or lose) a game in Planar Conquest.

Exterminate, Exterminate

The most straightforward and absolute way to achieve victory is to banish all your opponents to the abyss and capture or destroy all their cities. If you are the only sorcerer lord left standing you are clearly the victor.

The Spell of Domination

You can defeat your enemies like a true sorcerer lord and overcome them with magic. The Spell of Domination will bend all other sorcerer lords to your will. The first sorcerer lord to research and cast the spell wins the game. Be wary, as any Sorcerer Lord who starts to cast this spell will be automatically attacked by all of his rivals!

Appendix

Useful information

If you encounter a bug, you can send us the save file containing it, so that we can fix it. To do this, name a save file **sendSaves**, and then all saves will be uploaded. Of course, you need to have an internet connection. We would appreciate if you marked the bugged save state with a name that explains what went wrong, or send us an email to support@wastelands-interactive.com explaining the bug.

For support, information, hints and tips you can head to:

http://planarconquest.com/ - official game site

http://forum.wastelands-interactive.com/forumdisplay.php?423-Planar-Conquest – game forum

https://www.facebook.com/planarconquest - facebook page

Positive Disciplines

Positive disciplines cost points during sorcerer lord creation. They have a definite positive effect.

Alchemist - An Alchemist can freely turn mana crystals into gold, and vice versa.

Archmage – An Archmage starts with a Spellcraft of 30 (rather than 20) and gets a 50% to all power spent on casting skill.

Artificer - The Artificer crafts magical items using 25% less mana.

Battlecaster - A Battlecaster receives a reduced distance penalty during combat.

Cartographer - A Cartographer begins the game with a map of the starting plane.

Channeler - A Channeler receives a small reduction in the casting cost of all spells.

Circle Mastery - Circle Mastery gives a Sorcerer Lord complete mastery over a single spell circle.

Enchanter - An Enchanter casts and researches unit, city, and global enchantment spells 20% cheaper.

Enlightened - The units of an Enlightened Sorcerer Lord get 25% more experience per battle.

Expansionist - An Expansionist can produce settlers 50% cheaper.

Gate Master - A Gate Master can use elemental nodes as gateways into the node's parent plane.

Geologist - A Geologist receives a higher production bonus from mineral ores than other Sorcerer Lords.

Healer - The units of a Healer receive a 20% bonus to their natural healing each turn.

Lucky - A Sorcerer Lord who is Lucky is more often aided than hindered by random events.

Mystic - A Mystic generates Power with population per turn.

Mentor - A Mentor begins the game with a hero.

Merchant - A Merchant receives a gold bonus based on his/her empire's current population.

Necromancer - A lord with the Necromancer discipline may raise units killed in combat as zombies after the battle.

Omniscient - An Omniscient Sorcerer Lord can see all planes of existence at all times.

Pillager - A Pillager receives double the gold from razing cities.

Pious - Pious Sorcerer Lords receive 100% more Power from religious buildings.

Planar Cartographer - A Planar Cartographer begins the game with a map of the entire universe.

Sage - A Sorcerer Lord with the Sage trait gains more research for Power spent toward researching new spells.

Summoner - A Summoner researches and casts summoning spells 20% cheaper.

Warlord - The units of a Warlord can attain a higher level than those of other Sorcerer Lords.

Negative Disciplines

Negative disciplines grant additional points during sorcerer creation. They have a definite negative effect.

Ascetic - An Ascetic Sorcerer Lord can only stockpile a very small amount of resources.

Butcher - A Butcher has 100% more population loss from conquered cities.

Heretic - A Heretic receives less Power from shrines, temples, etc.

Opulent - An Opulent Sorcerer Lord receives a penalty to food, production, gold, and negative energy.

Prude – All cities of Prude Sorcerer Lord receive 50% penalty to population growth.

Tyrant - A Tyrant suffers increases unrest in all cities with the exception of his capital.

Spell Circles

Spell circles represent the various types, or schools, of magic. The circles are broken into two primary categories: those containing spells that related to a single mystical element and those containing spells with similar magical effects. All spells tier one through eight are sorted into one elemental and one effect circle. All tier nine spells are associated with only one circle.

The more a player invests in a particular circle, the larger the pool of potential spells from that circle becomes. Additionally, sorcerer lords gain a larger number of spells to research, access to more powerful spells, and a reduced casting cost for spells that fall into that circle. The spell circles are distinct but not completely independent. Having knowledge of elemental and effect circles combine so that knowledge of Fire and knowledge of Destruction can be used together to access more powerful spells that are both Fire and Destruction. Thus, each Sorcerer Lord must balance the strengths of focusing on a single circle of magic against the unique advantages of diversity.

Life

Spells in the Life Circle draw on the power of positive energy. They allow the caster to commune with holy creatures and summon the powers of light to drive back the servants of

darkness. To the living, the spells of life offer healing, protection and succor. To the creatures of Death, they offer final peace. Some spells offer visions of truth; others allow the caster to draw on the powers of creation. The most powerful spells in the circle can even restore life to those who have died.

Death

Spells in the Death Circle draw on the power of negative energy. They are the manifestation of the powers of darkness. Sorcerer Lords versed in the circle of death can summon unholy beings and force them to their will. Spells of death may consume the living energies of others or cause them to decay. The can deceive, inspire fear, or induce madness. They can also destroy living beings and bring them back from the grave in a state of eternal undeath. Many spells that draw on the power of negative energy have the power to heal the undead as well as slay the living.

Air

Spells in the Air Circle draw on the elemental energies of Air. Their powers offer freedom of movement and the breaking of bonds. They can increase the speed and agility of their targets or even grant them the gift of flight. Those with knowledge of this circle can cause devastation with the forces of wind and lighting and call on the aid of beings of pure elemental energy.

Earth

Spells in the Earth Circle draw on the elemental energies of Earth. They can grant the ability to resist damage or the ability to simply endure it. Sorcerer Lords who command Earth's power can increase the physical strength of their followers and lash out at their enemies with powerful earthquakes. They can also change the face of the landscape, shaping it to their will, raising hills, lowering mountains, or turning iron into gold.

Fire

Spells in the Fire Circle draw on the elemental energies of Fire. The power of chaos gives birth to explosive flames that consume the body or uncontrolled thoughts that confuse the mind. Burning passion can fill targets will an unquenchable rage. Spells in the Fire Circle often consume and destroy leaving only ash and dust in their wake. However, they can also call upon powerful allies. Many masters of Fire are served by living flames or terrible demons.

Water

Spells in the Water Circle draw on the elemental energies of Water. They offer those that wield them the powers of adaptation and movement. They can allow targets to pass through difficult terrain quickly or change them to excel in various situations. Spells in the Water Circle can also present enemies with seemingly real visions or lash out at them with devastating cold. Some versed in these powers can also gain glimpses into the ever changing future.

Augmentation

Spells in the Augmentation Circle grant its targets new powers or enhance those they already possess. The effects can range from hardening the target's skin to granting them the gift of flight. Spells in this circle can increase speed, combat ability, or even raw intelligence

or charisma. They have the power to improve almost any aspect of the individual, both physical and mental.

Biomancy

Biomancy draws on the power of both Positive and Negative energies to affect things in the physical world. Spells in the circle can both heal the living and bring the dead back from the grave as mindless servants. They can use negative energy to destroy creatures of life or bolster the creatures of death and they can use positive energy to the opposite effect. Although this power over both positive and negative energies gives the circle a great range of effects it does have its limitations. Biomancy can't bring the dead back to life in their normal state, nor can it summon up the spirits of the dead to fight on the battle field. Although Biomancy is unquestionably powerful, it is not “all powerful.”

Destruction

The powers of destruction: consuming flames, blazing lighting, the earth torn asunder, and shards of flying ice. All these are at the command of those who have knowledge of the Destruction Circle. Spells in this circle have a narrow goal, but offer a wide range of effects. Destroy the bodies of your enemies with waves of acid or arrows of pure energy. Lash out against cities tearing their walls apart and leveling their buildings. Attack the earth itself and leave only dust and ash in your wake. The Destruction Circle places all these powers within a sorcerer lord’s reach.

Mentalism

Dominate the mind of your adversaries. Make them believe that you are their truest friend and ally. Force their armies to engage legions of illusionary soldiers. Drive them mad with terror or so confuse their minds that they lash out at friend and foe alike. The Mentalism Circle puts all these powers at your command. Their effects are not limited to your enemies, however. Give your people peace of mind, fill your soldiers with such confidence that they can almost perform the impossible, or protect them from others that would seek to control them. It has been said that “Perception is reality”. Lords of Mentalism shape perception, and therefore reality, to their will.

Protection

Assaults come in an almost limitless number of forms. The body can be attacked both physically and magically. The mind can succumb to terror or madness. The servants of a Sorcerer Lord face damage, dismemberment, and destruction from fire, ice, poison, disease, illusion, demons, giants, and much, much more. Fortunately, the spells of the Protection Circle allow a Sorcerer Lord to lessen or even completely remove these threats. Make your warriors resistant to fire, shield their minds from fear or control, or even stave off the effects of death itself. Spells of protection can shield your cities from detrimental magic or even prevent unfortunate future events. It has often been said that “A good offense is the best defense.” However, masters of the Protection Circle prove that the men left standing at the end of a battle are the victors.

Summoning

Call upon allies from the forces of nature, enslave demons and devils, pull elementals from the planes of existence, and gather champions from paradise to serve your cause. Masters of the Summoning Circle can do all these things. They swell their ranks both with units trained within their empire and with those called into service by powerful spells. These creatures

can be forced to serve for a single battle or for eternity depending on the will and power of their master.

Artifact Powers

Every Sorcerer Lord can craft powerful magical items. The list of powers that can be bestowed on those items is determined by the disciplines and Spell Circles chosen during the character creation process (or acquired by the discovery of certain items in world features such as Keeps and Nodes). These powers range from granting a simple bonus to armor class to giving the hero using the item the gift of flight.

Each item has a cost determined by the number and strengths of the enchantments cast on it. This cost is paid in mana over a number of turns determined by crafter's spellcraft skill.

Attack Bonus

Weapons can give the wielder a +1 to +5 attack bonus. This makes the wielder's attacks more likely to succeed.

Defense Bonus

Weapons can give the wielder a +1 to +5 armor class bonus. This makes the wielder more difficult to hit.

Enchantments

Acidic

Bonus Equivalent: +1
Prerequisite: Earth or Destruction Tier 1
Applicable Items: Weapons
An acidic weapon does an additional 1D6 acid damage.

Acid Resistance

Bonus Equivalent: +2
Prerequisite: Earth or Protection Tier 2
Applicable Items: Shields, Armor, Misc
Acid Resistance absorbs the first 10 points of acid damage the wearer takes from each attack.

Acid Immunity

Bonus Equivalent: +3
Prerequisite: Earth or Protection Tier 3
Applicable Items: Shields, Armor, Misc
Acid Immunity makes the wearer completely immune to acid.

Cold Resistance

Bonus Equivalent: +2
Prerequisite: Water or Protection Tier 2
Applicable Items: Shields, Armor, Misc
Cold Resistance absorbs the first 10 points of cold damage the wearer takes from each attack.

Cold Immunity

Bonus Equivalent: +3
Prerequisite: Water or Protection Tier 3
Applicable Items: Shields, Armor, Misc
Cold Immunity makes the wearer completely immune to cold.

Electrical Resistance

Bonus Equivalent: +2

Prerequisite: Air or Protection Tier 2
Applicable Items: Shields, Armor, Misc
Electrical Resistance absorbs the first 10 points of electrical damage the wearer takes from each attack.

Electrical Immunity
Bonus Equivalent: +3
Prerequisite: Earth or Protection Tier 3
Applicable Items: Shields, Armor, Misc
Electrical Immunity makes the wearer completely immune to electricity.

Enchanter
Bonus Equivalent: +2
Prerequisite: None
Applicable Items: Wands, Misc
Enchanter increases the Difficulty Class of all the hero's spells by 1, making them harder to resist.

Ethereal
Bonus Equivalent: +5
Prerequisite: Air or Augmentation Tier 5
Applicable Items: Armor, Misc
An Ethereal item gives the wearers the ethereal unit ability. This makes them difficult to hit with normal weapons and makes whatever weapons they wield ignore armor.

Evoker
Bonus Equivalent: +3
Prerequisite: None
Applicable Items: Misc
Evoker grants its wielder the Evoker ability, which increases the damage he deals with his spells by 10%.

Extra Mana
Bonus Equivalent: +2
Prerequisite: None
Applicable Items: Wands, Misc
Extra Mana provides additional 20 mana to the hero.

Fire Resistance
Bonus Equivalent: +2
Prerequisite: Fire or Protection Tier 2
Applicable Items: Shields, Armor, Misc
Fire Resistance absorbs the first 10 points of fire damage the wearer takes from each attack.

Fire Immunity
Bonus Equivalent: +3
Prerequisite: Fire or Protection Tier 3
Applicable Items: Shields, Armor, Misc
Fire Immunity makes the wearer completely immune to fire.

Flaming
Bonus Equivalent: +1
Prerequisite: Fire or Destruction Tier 1
Applicable Items: Weapons

A flaming weapon does an additional 1D6 fire damage.

Flight
Bonus Equivalent: +5
Prerequisite: Air or Augmentation Tier 5
Applicable Items: Armor, Misc
Flight gives the bearer the ability to fly.

Fortification
Bonus Equivalent: +5
Prerequisite: Earth or Protection Tier 5
Applicable Items: Armor
Armor of Fortification makes the wearer completely immune to critical hits.

Freezing
Bonus Equivalent: +1
Prerequisite: Water or Destruction Tier 1
Applicable Items: Weapons
A freezing weapon does an additional 1D6 cold damage.

Ghost Touch
Bonus Equivalent: +4
Prerequisite: Air or Augmentation Tier 4
Applicable Items: Weapons
A weapon of ghost touch ignores armor.

Invisibility
Bonus Equivalent: +5
Prerequisite: Air or Mentalism Tier 5
Applicable Items: Misc
Invisibility gives the wearer the invisibility unit ability.

Invulnerability
Bonus Equivalent: +5
Prerequisite: Earth or Protection Tier 5
Applicable Items: Armor
Invulnerability gives the wearer Mundane Resistance 10.

Keen
Bonus Equivalent: +1
Prerequisite: Earth or Destruction Tier 1
Applicable Items: Weapons
A Keen weapon has a magically razor sharp edge. As a result the weapon's critical threat range is doubled.

Life Drain
Bonus Equivalent: +4
Prerequisite: Death or Biomancy Tier 4
Applicable Items: Weapons
A life drain weapon does extra damage to living units. The extra damage done heals the attacking unit.

Missile Immunity
Bonus Equivalent: +3
Prerequisite: Air Tier 5
Applicable Items: Armor, Misc
Missile Immunity makes the hero immune to all normal missiles.

Poisonous
Bonus Equivalent: +1
Prerequisite: Earth or Biomancy Tier 1
Applicable Items: Weapons
A poisonous weapon does an additional 2D6 poison damage spread over two turns (1D6 per turn) after a successful attack is made.

Regeneration
Bonus Equivalent: +5
Prerequisite: Earth or Biomancy Tier 5
Applicable Items: Misc
An item of regeneration causes the wearer to regain 10% of his hit points each round. It also heals the unit completely after each battle.

Saving Throws
Bonus Equivalent: +1
Prerequisite: None
Applicable Items: Armor, Misc
Saving Throws enchantment increases all the hero's saving throws by 2.

Shocking
Bonus Equivalent: +1
Prerequisite: Air or Destruction Tier 1
Applicable Items: Weapons
A shocking weapon does an additional 1D6 electrical damage.

Speed
Bonus Equivalent: +3
Prerequisite: Fire or Augmentation Tier 3
Applicable Items: Weapons
A weapon of speed gives a unit more movement points allowing it to move farther or make additional attacks.

Spell Resistance
Bonus Equivalent: +5
Prerequisite: Earth or Protection Tier 5
Applicable Items: Armor, Misc
Spell Resistance gives the wearer the supernatural ability to resist spells.

True Sight
Bonus Equivalent: +3
Prerequisite: Life or Mentalism Tier 3
Applicable Items: Misc
An item of true seeing makes the wearer immune to invisibility and illusions.

Unholy
Bonus Equivalent: +2

Prerequisite: Death or Biomancy Tier 2
Applicable Items: Weapons
An unholy weapon does an additional 1D6 negative energy damage.

Factions

There are a number of different factions (or races) to choose from in Planar Conquest. Each of these factions feels distinct and flavorful. They all have unique military units and their own selection of city buildings. Each also has unique bonuses and abilities ranging from basic increases in production or research to more extreme examples like the Unhallowed who don't produce food or pay taxes and have no morale. All of this gives each race has a unique style of play.

Races Comparison

Race	Population
High Men	Farmers: 2 Food and 0.5 Production Craftsmen: 2 Production Sages: 2 Research
Grey Elves	Farmers: 2 Food, 0.5 Production, 0.5 Power Craftsmen: 2 Production, 0.5 Power Sages: 2 Research, 0.5 Power
Unhallowed	Gatherers: 2.5 Negative Energy, 0.5 Production Craftsmen: 2.5 Production Sages: 2 Research
Draconians	Farmers: 2 Food, 0.5 Production, 0.5 Power Craftsmen: 2 Production, 0.5 Power Sages: 2 Research, 0.5 Power
Orcs	Farmers: 2 Food and 0.5 Production Craftsmen: 2 Production Sages: 2 Research
Dwarves	Farmers: 2 Food and 0.5 Production Craftsmen: 3 Production Sages: 2 Research
Insectoids	Farmers: 2 Food and 0.5 Production Craftsmen: 3 Production Sages: 2 Research
Dark Elves	Farmers: 2 Food, 0.5 Production, 1 Power Craftsmen: 2 Production, 1 Power Sages: 2 Research, 1 Power

Interracial Unrest

	High Men	Grey Elves	Draconians	Orcs	Dwarves	Dark Elves	Insectoids
High Men	-	-	10%	10%	-	20%	20%
Grey Elves	-	-	10%	20%	20%	40%	20%
Draconians	10%	10%	-	10%	10%	20%	20%
Orcs	10%	20%	10%	-	30%	10%	20%
Dwarves	-	20%	10%	30%	-	30%	20%
Dark Elves	20%	40%	20%			-	20%
Insectoids	20%	20%	20%	20%	20%	20%	-10%

Tiles

Each tile within a city's border grants this city specific bonuses (in addition to any resources that it may contain). Also, races have their preferred terrain and yield more from such tiles.

Plains

Food bonus: 4% (**High Men**: 5%)

Production bonus: 0%

Negative Energy bonus: 4%

Max Population bonus: 1.5 (**High Men**: 2%)

Hills

Food bonus: 2%

Production bonus: 2.5%

Negative Energy bonus: 2%

Max Population bonus: 0.5

Forests

Food bonus: 1.5% (**Grey Elves**: 4%)

Production bonus: 3.5%

Negative Energy bonus: 1.5%

Max Population bonus: 0.5 (**Grey Elves**: 1)

Mountains

Food bonus: 0% (Dwarves: 1%) (**Draconians**: 2%)

Production bonus: 5% (**Dwarves**: 6%)

Negative Energy bonus: 0%

Max Population bonus: 0 (**Dwarves**: 1) (**Draconians**: 1)

Deserts

Food bonus: 0% (**Myrodants**: 1.5%)

Production bonus: 0% (**Myrodants**: 2.5%)

Negative Energy bonus: 2.5%

Max Population bonus: 0 (**Myrodants**: 1)

Swamps

Food bonus: 1% (**Dark Elves**: 2.5%)

Production bonus: 0% (**Dark Elves**: 1.5%)

Negative Energy bonus: 5%

Max Population bonus: 0.5 (**Dark Elves**: 1)

Tundras

Food bonus: 0%

Production bonus: 0%

Negative Energy bonus: 1%

Max Population bonus: 0.5

Shores

Food bonus: 2% (**Orcs**: 5%)

Production bonus: 0%

Negative Energy bonus: 0%

Max Population bonus: 0.5 (**Orcs**: 1.5)

Ocean

Food bonus: 2.5%

Production bonus: 0%

Negative Energy bonus: 0%

Max Population bonus: 0

Air & Lava

No bonuses

Quicksand

Food bonus: 0%

Production bonus: 2%

Negative Energy bonus: 0%

Max Population bonus: 0

Resources

Resources with unit bonuses

Some world resources not only grant bonuses to nearby towns, but also to units produced there. However, an Alchemists' Guild must first be built in the town to reap these benefits. Resources affecting units are:

Adamantine

Units produced with Adamantine receive + 1 to Armor Class.

Boneyard

Units produced with Boneyard receive +1 To Hit with Ranged Magical Weapons.

Darkwood

Units produced with Darkwood receive +1 To Hit with Ranged Weapons.

Mithril

Units produced with Mithril receive +1 to Damage.

Features

Features with unique rewards

Altar of the Titans

Allows the recruitment of a powerful Titan.

Ancient Mine

Allows passing between this and another Mine on the same plane.

Ancient Ruin

Allows building a city on the tile. Such a city will have increased starting population and a few existing buildings.

Fountain of Life

Allows resurrecting a single dead hero.

Great Library

A captured Great Library adds 15 Research Points per turn.

Great Oracle

Automatically reveals a part of the World Map.

Howling Mine

Increases the nearest town's gold income by 4, but also increases Unrest there by 5%.

Inn

Undefended. Allows to recruit heroes and mercenaries and buy items.

Ivory Tower

After capturing, every unit stationed there will count as 2 Research Points.

Lost Tribe

Undefended. Adds 500 Population to the nearest city. If you have yet to settle a town on its plane, it rewards you with a settler unit instead. The Unhallowed harvest Negative Energy rather than increase Population.

Node

Allows to build a siphon and harvest magical Power.

Obelisk

Will grant a one-time boon or a curse to a single hero.

Rift

Allows one-way passage onto another Plane.

Shrine

Statue Garden

Decreases Unrest in the nearest city by -10%.

Teleportation Stone

Allows passing between this and another Teleportation Stone on the same plane.

Volcanic Ruin

Allows building a city on the tile. Such a city will have increased starting population and a few existing buildings.

Watchtower

Doubles vision range of all units stationed on the tile.

Unit Abilities

Each unit in Planar Conquest may have a number of unit abilities. Effects can range from increasing the unit's movement speed across certain terrain types to allowing them to strike first in combat.

Tiered abilities are hero-only. Each tier of an ability gives additional base bonus. For example, Blademaster gives +2 To Hit, while Blademaster III gives +6 To Hit.

Units in Planar Conquest can have two types of skills:

Abilities

These are skills that require activation or passively affect other units.

Acrobat – unit avoids backstabbing if it passes a reflex saving throw. Available only for heroes.

Ammo Resupply – unit will resupply its ammunition during battle.

Armsmaster – unit will grant 50 Experience Point to every other unit in its army. Available only for heroes. Tiered.

Assassin – unit has its critical hit damage multiplier increased by 1. Available only for heroes. Tiered.

Augmentation Circle – unit can cast and learn spells from the Augmentation Circle. Available only for heroes.

Auramancer – unit adds 1d6 Lightning damage to all ranged magical attacks. Available only for heroes. Tiered.

Aura of Courage – unit adds +1 To Hit to all friendly units in battle.

Aura of Heroism – unit adds +1 To Hit, Armor Class and all saving throws to all friendly units in battle.

Aura of Resistance – unit adds 5 Spell Resistance to all friendly units in battle.

Aura of Resolve – unit adds +1 to all saving throws to all friendly units in battle.

Biomancy Circle - unit can cast and learn spells from the Biomancy Circle. Available only for heroes.

Blademaster – unit adds +2 To Hit to all its melee attacks. Available only for heroes. Tiered.

Bleeding Attack – unit's attacks cause bleeding, which deals additional 50% of inflicted damage over two turns.

Build Road – unit is able to build roads on the World Map.

Build Siphon – unit is able to build siphons on the World Map.

Caster – unit is able to cast spells in battle.

Charge – unit strikes first when attacking in melee and deals +2 damage.

Corrupt – unit can corrupt tiles on the World Map.

Create Undead – every unit killed by this unit will be raised as an undead under its control.

Cryomancer – unit adds 1d6 Cold damage to all ranged magical attacks. Available only for heroes. Tiered.

Cursing Touch – unit inflicts a Cursed status with every attack, lowering To Hit and Damage of the target by 2.

Death Circle – unit can cast and learn spells from the Death Circle. Available only for heroes.

Destruction Circle – unit can cast and learn spells from the Destruction Circle. Available only for heroes.

Drain Life – unit heals itself by 50% of damage dealt.

Dual Wielding – unit has its penalties from using two weapons reduced to -2/-2. Available only for heroes.

Earth Circle – unit can cast and learn spells from the Earth Circle. Available only for heroes.

Enchanter – unit adds +1 to Difficulty Class of all cast spells. Available only for heroes. Tiered.

Ethereal – unit ignores bonus to Armor Class from armor when attacking.

Evasion – unit's successful Reflex saving throw that would normally prevent half damage prevents all damage instead.

Evoker – unit adds +10% to all damage dealt from spells. Available only for heroes. Tiered.

Fear – unit cannot be attacked by enemies unless they pass a Will save (with DC equal 10 + half the unit's level).

Fire Circle – unit can cast and learn spells from the Fire Circle. Available only for heroes.

Fire Type – unit receives bonuses from specific Fire spells.

First Strike – unit always attacks first in melee.

Flying – unit is able to fly. It can move through any tile at a cost of 1 Movement Point on the World Map. It cannot be normally attacked by non-flying enemies in melee on the Battleboard.

Focuser – unit gains additional 10 Mana. Available only for heroes. Tiered.

Forester – unit can move normally through forests.

Found City – unit is able to found new cities on the World Map.

Frenzy – unit can use this active ability to gain immunity to mind effects, but lose control and always attack the closest enemy.

Geomancer – unit adds 1d6 Acid damage to all ranged magical attacks. Available only for heroes. Tiered.

Healer – unit increases healing rate of the army it's in by 25%. Available only for heroes.

Improved Criticals – unit has its critical range increased by 1. Available only for heroes. Tiered.

Improved Evasion – unit's successful Reflex saving throw that would normally prevent half damage prevents all damage instead, while a failed throw prevents half damage.

Legendary – unit adds +5 to its Sorcerer Lord's Fame. Available only for heroes. Tiered.

Levitation – unit can move through any land tile at a cost of 1 Movement Point on the Strategic Map.

Life Circle – unit can cast and learn spells from the Life Circle. Available only for heroes.

Long Reach – unit can attack flying enemies in melee normally.

Mana Drain – unit can drain mana from enemies with its attacks.

Mana Resupply – unit can replenish its mana reserves during battle.

Mauler – unit adds +3 to damage, but receives -1 to hit for all melee attacks. Available only for heroes. Tiered.

Mentalism Circle – unit can cast and learn spells from the Mentalism Circle. Available only for heroes.

Merging – unit can move to any tile on the battleboard instantly.

Mountaineer – unit can move normally through forests.

Negate First Strike – unit negates opponent's First Strike ability.

Noble – unit requires no upkeep and provides 10 gold per turn. Available only for heroes.

Pathfinding – unit and its army can move through any land tile at a cost of 1 Movement Point on the Strategic Map.

Planar Travel – unit can move between the same tiles on different planes at will.

Protection Circle – unit can cast and learn spells from the Mentalism Circle. Available only for heroes.

Purify – unit is able to purify corrupted tiles on the World Map.

Pyromancer – unit adds 1d6 Fire damage to all ranged magical attacks. Available only for heroes. Tiered.

Rage – unit can use this active ability to apply a +2 bonus to hit and damage, at a -2 to Armor Class penalty.

Raiding – unit increases the money gained from conquering or razing a town.

Random Ability – unit receives a random ability based on its class. Available only for heroes. Only in XML.

Reach Weapons – unit can attack flying units, at a -2 penalty to hit and damage.

Regeneration – unit regains 10% of a single figure's Hit Points per turn.

Sage – unit contributes 5 Research Points every turn. Available only for heroes. Tiered.

Sharpshooter – unit receives +2 to hit and damage when using normal ranged attacks. Available only for heroes. Tiered.

Shielding Aura – unit adds +1 Armor Class to all friendly units in battle.

Siege Engine – unit can attack and damage city walls with ranged attacks.

Sneak – unit can use this active ability to turn invisible until it attacks.

Sneak Attack – unit's attacks are automatically critical hits if the unit is invisible.

Sniper – unit receives +2 to hit and doubled critical chance when using normal ranged attacks.

Stoning Gaze – unit has a Gaze attack in addition to any melee attack. Every figure in attacked unit is turned to stone (killed) unless it passes a Will save.

Stoning Touch – unit turns enemies to stone with every hit unless they pass a Will save.

Summoning Circle – unit can cast and learn spells from the Summoning Circle. Available only for heroes.

Swampdweller – unit can move normally through swamps.

Teleporting – unit can move to any tile on the battleboard instantly.

Thrown Weapons – unit has additional melee attack before the normal melee phase takes place. Additionally, it can attack flying enemies normally.

Wall Crusher – unit can attack and damage city walls with its melee attacks.

Wall Scaling – unit can use this active ability to pass through city walls.

Warlock – unit's ranged magical attacks ignore AC bonus from armor.

Water Circle – unit can cast and learn spells from the Summoning Circle. Available only for heroes.

Wind Walking – unit and its army can fly on the World Map.

Perks

Clear Mind – unit is immune to mind-affecting spells.

Construct – unit is immune to Mind-affecting and Death effects, poison, critical hits and Gaze attacks. Neither Positive nor Negative energy damage has any effect on them. They cannot be reanimated or raised from dead.

Death Ward – unit is immune to all Death effects.

Divine Grace – unit applies its Charisma bonus to all saving throws.

Elemental – unit is immune to Mind-affecting effects, Critical hits, poison and sneak attacks.

Far Shot – unit has 50% increased range increments when firing a missile weapon.

Great Fortitude – unit receives +3 to Fortitude saves. Tiered for heroes.

Great Toughness – unit receives additional +1 Hit Points per level. Available only for heroes.

Illusion Immunity – unit can see invisible and sneaking units and defends normally against illusionary attacks.

Iron Will – unit receives +3 to Will saves. Tiered for heroes.

Lightning Reflex – unit receives +3 to Reflex saves. Tiered for heroes.

Living – unit is healed by Positive Energy and damaged by Negative Energy.

Missile Immunity – unit is immune to all normal ranged attacks.

Point Blank Shot – unit receives a +1 bonus to hit and damage to ranged attacks if the target is within 5 tiles.

Poison Immunity – unit is immune to poison.

Spell Penetration – unit receives +3 to all rolls when trying to pierce Spell Resistance.

Stoning Immunity – unit is immune to Stoning effects.

Summoned – unit is a summoned creature and is subject to all spells that affect summons.

Undead – unit is immune to Mind-affecting and Death effects, Critical hits, poison and sneak attacks. In addition, it is damaged by Positive Energy and healed by Negative Energy.

Hero Abilities

This shows which classes can choose which abilities:

	tiers	FIGHTER	PALADIN	RANGER	ROGUE	DRUID	CLERIC	WIZARD
Armsmaster	Y							
Assassin	Y							
Aura of Courage	N							
Aura of Resolve	N							
Shielding Aura	N							
Blademaster	Y							
Bleeding Attack	N							
Charge	N							
Clear Mind	N							
Death Ward	N							
Divine Grace	N							
Dual Wielding	N							
Enchanter	Y							
Evasion	N							
Evoker	Y							
Fortification	N							
Frenzy	N							
Great Fortitude	Y							
Great Toughness	N							
Healer	N							
Improved Criticals	N							
Iron Will	Y							
Legendary	Y							
Lightning Reflex	Y							
Mauler	Y							
Noble	N							
Point Blank Shot	N							
Poison Immunity	N							
Rage	N							

Rapid Shot	N							
Sage	Y							
Sharpshooter	Y							
Spell Penetration	Y							
Summoner	Y							
Focuser	Y							
Pyromancer	Y							
Auramancer	Y							
Geomancer	Y							
Cryomancer	Y							
Far Shot	N							
Sniper	N							
Warlock	N							
Acrobat	N							

Heroes

Fighters

Sir Verne Stargrove

Klickwyk

Sir Kaylen

Guldor Zeugme

Bonebasher

Kjorgi

Ven'dral

Darren Burnett

Ben Rubensson

Aelys the Broken

Keen Master

Lady Lavinia

Kelithengol

Paladins

Izzir the Damned

Crombie

Krull Darkheart

Justicar Calin Radoi

Rangers

Drax

Autumn Leaf

Adalas

Rogues

Kathentira Dire

Monica Bloodblade

Ixi

Dohar

Long Tongue

Clerics

Pilarica

Sigfrida Blackwing

Gontar

Druids

Draylik

Amberclaw

Wizards

Dran

Aquestrielle

Cirrym the Learned

Tulvan Dreamchaser

Simbey the Sorcerer

Amu-hah Shekela

Aledar Malar

Nehanash

Tainted Master

Fuligin Master

Pale Master

Ancient Master

Progression Tables

Fighter, Paladin

Level	Attack Bonus	Fort Save	Ref Save	Will Save
1st	1	2	0	0
2nd	2	3	0	0
3rd	3	3	1	1
4th	4	4	1	1
5th	5	4	1	1
6th	6	5	2	2
7th	7	5	2	2
8th	8	6	2	2
9th	9	6	3	3
10th	10	7	3	3
11th	11	7	3	3
12th	12	8	4	4
13th	13	8	4	4
14th	14	9	4	4
15th	15	9	5	5
16th	16	10	5	5
17th	17	10	5	5
18th	18	11	6	6
19th	19	11	6	6
20th	20	12	6	6

Ranger

Level	Attack Bonus	Fort Save	Ref Save	Will Save
1st	1	2	2	0
2nd	2	3	3	0
3rd	3	3	3	1
4th	4	4	4	1
5th	5	4	4	1
6th	6	5	5	2
7th	7	5	5	2
8th	8	6	6	2
9th	9	6	6	3
10th	10	7	7	3
11th	11	7	7	3
12th	12	8	8	4

13th	13	8	8	4
14th	14	9	9	4
15th	15	9	9	5
16th	16	10	10	5
17th	17	10	10	5
18th	18	11	11	6
19th	19	11	11	6
20th	20	12	12	6

Rogue

Level	Attack Bonus	Fort Save	Ref Save	Will Save
1st	1	0	2	0
2nd	2	0	3	0
3rd	3	1	3	1
4th	4	1	4	1
5th	5	1	4	1
6th	6	2	5	2
7th	7	2	5	2
8th	8	2	6	2
9th	9	3	6	3
10th	10	3	7	3
11th	11	3	7	3
12th	12	4	8	4
13th	13	4	8	4
14th	14	4	9	4
15th	15	5	9	5
16th	16	5	10	5
17th	17	5	10	5
18th	18	6	11	6
19th	19	6	11	6
20th	20	6	12	6

Clerics and Druids

Level	Attack Bonus	Fort Save	Ref Save	Will Save
1st	0	2	0	2
2nd	1	3	0	3
3rd	2	3	1	3
4th	3	4	1	4

5th	3	4	1	4
6th	4	5	2	5
7th	5	5	2	5
8th	6	6	2	6
9th	6	6	3	6
10th	7	7	3	7
11th	8	7	3	7
12th	9	8	4	8
13th	9	8	4	8
14th	10	9	4	9
15th	11	9	5	9
16th	12	10	5	10
17th	12	10	5	10
18th	13	11	6	11
19th	14	11	6	11
20th	15	12	6	12

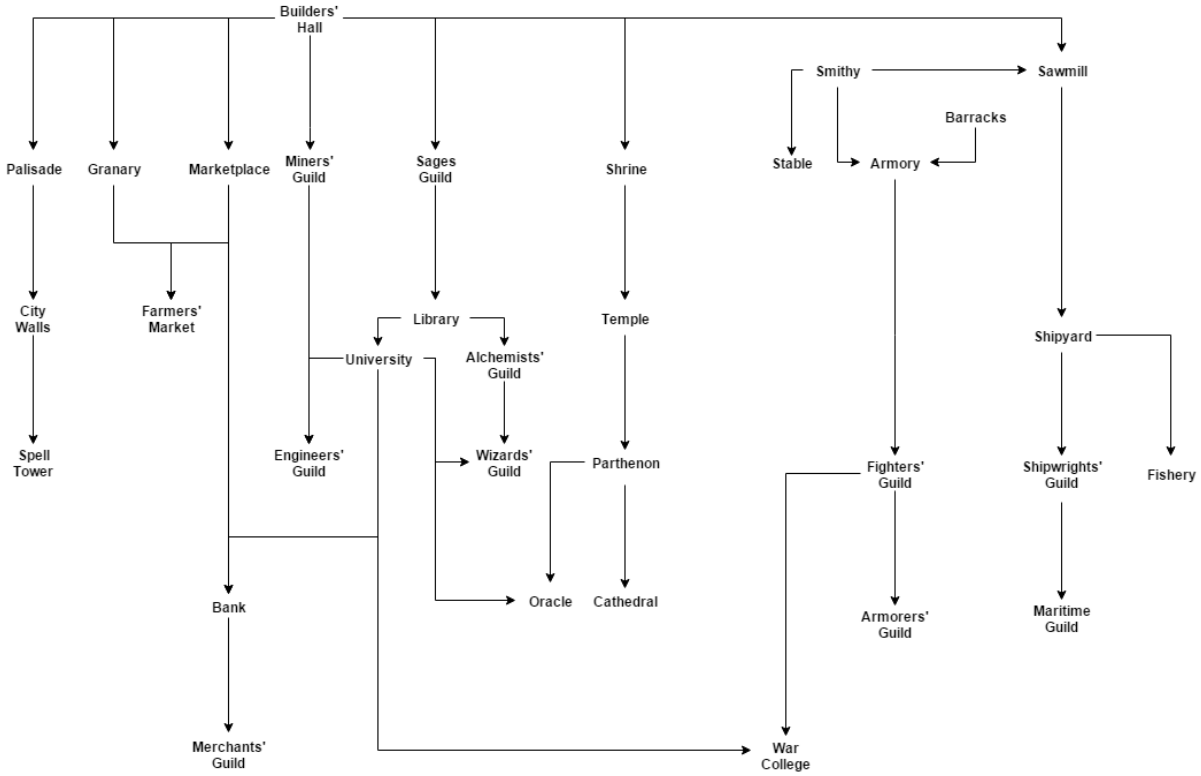
Wizards

Level	Attack Bonus	Fort Save	Ref Save	Will Save
1st	0	0	0	2
2nd	1	0	0	3
3rd	2	1	1	3
4th	3	1	1	4
5th	3	1	1	4
6th	4	2	2	5
7th	5	2	2	5
8th	6	2	2	6
9th	6	3	3	6
10th	7	3	3	7
11th	8	3	3	7
12th	9	4	4	8
13th	9	4	4	8
14th	10	4	4	9
15th	11	5	5	9
16th	12	5	5	10
17th	12	5	5	10
18th	13	6	6	11
19th	14	6	6	11

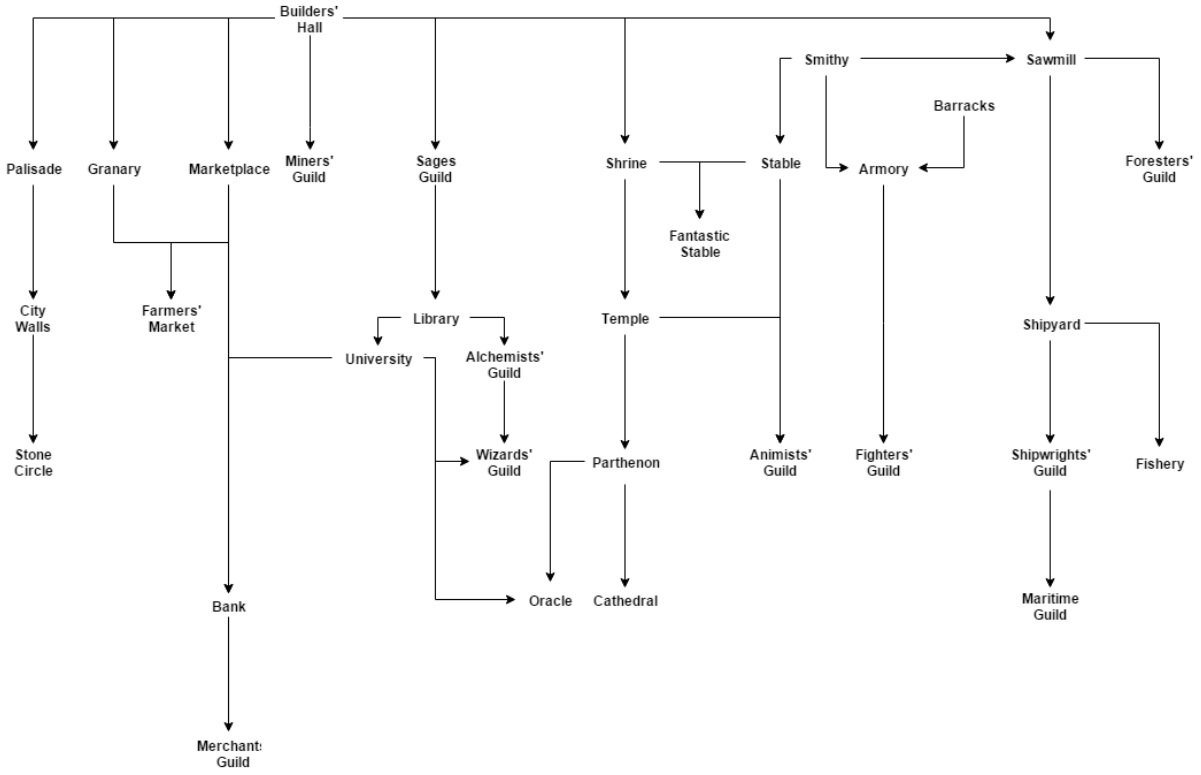
20th	15	6	6	12

Cities Progression Tables

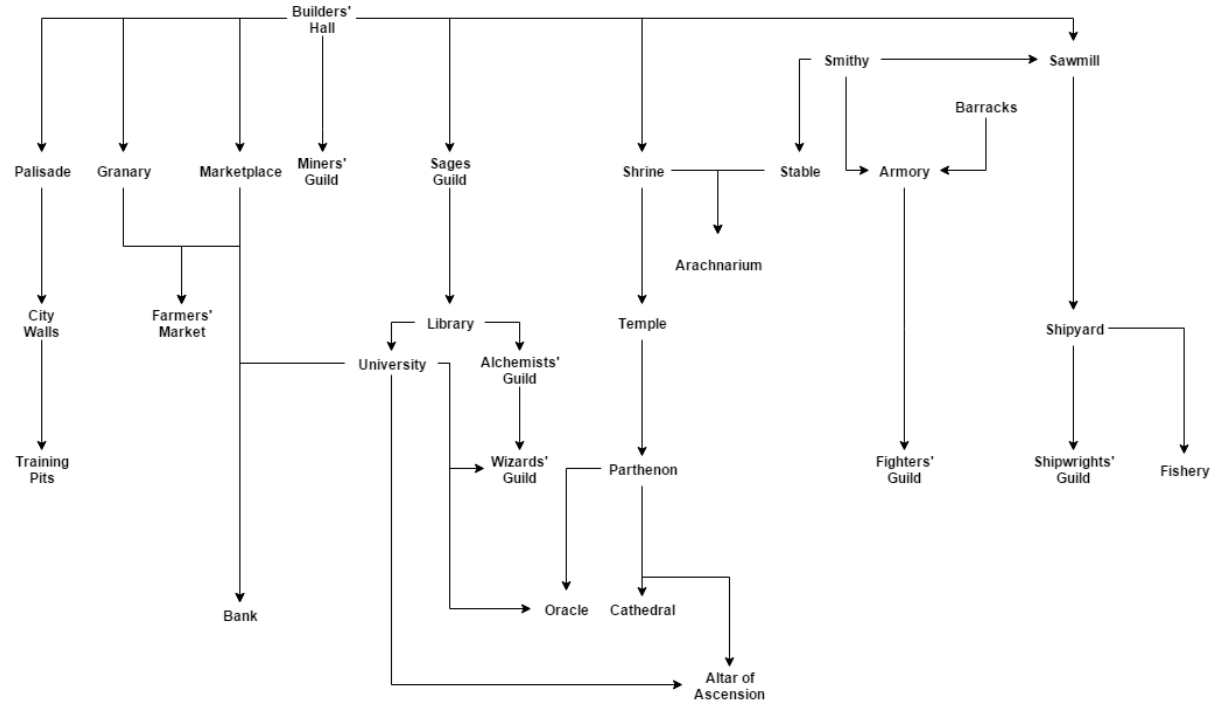
High Men



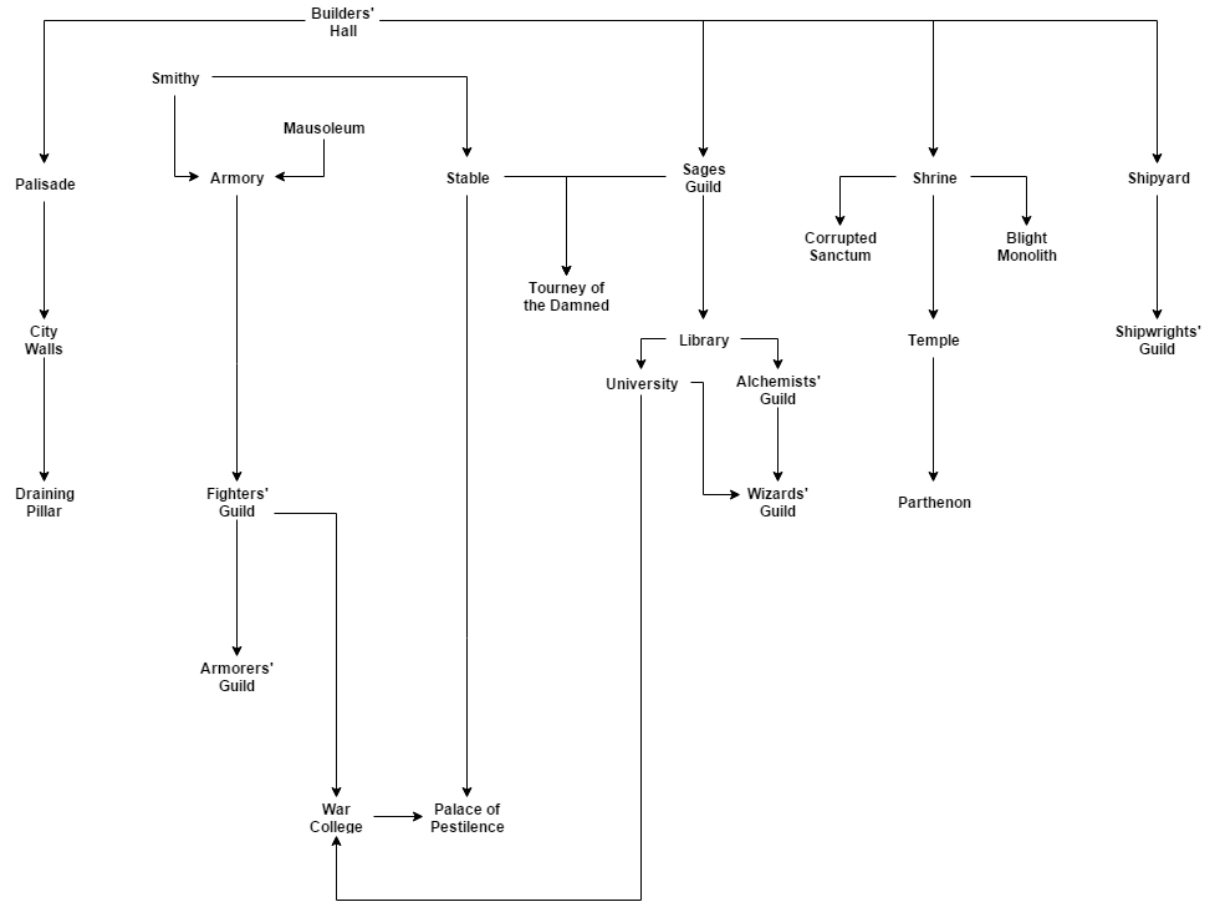
Grey Elves



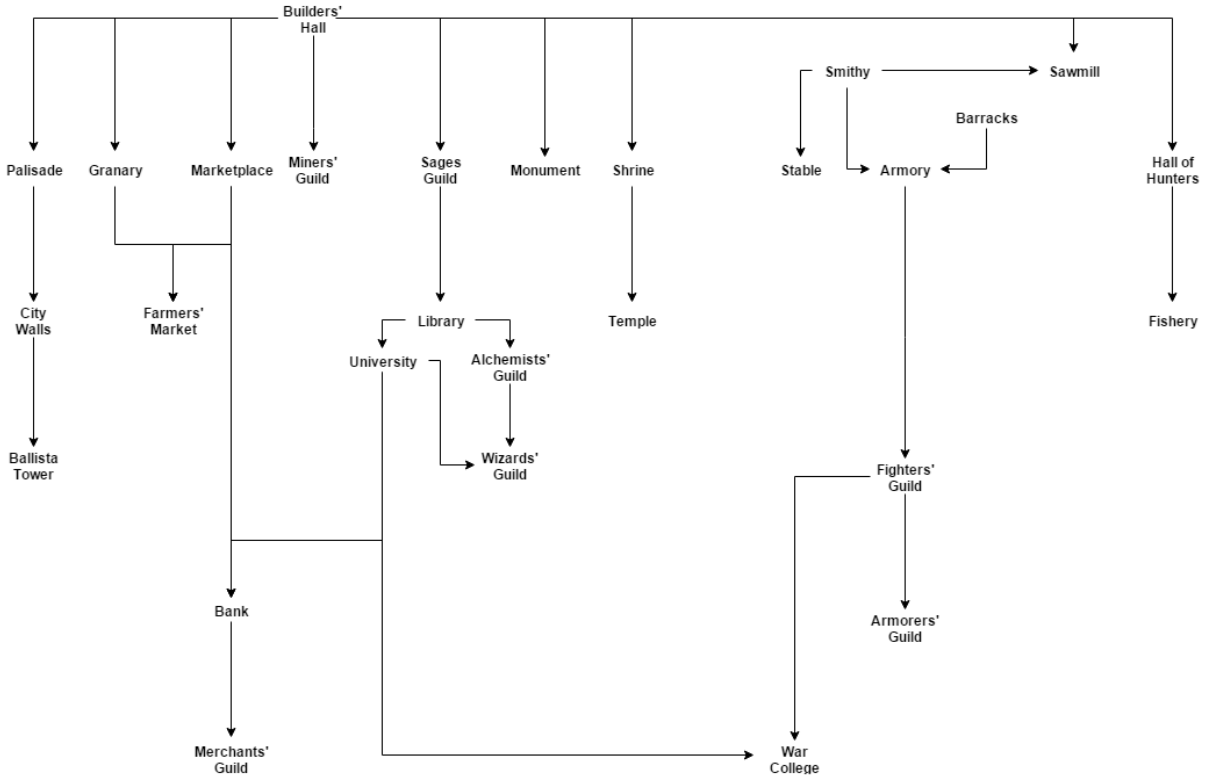
Dark Elves



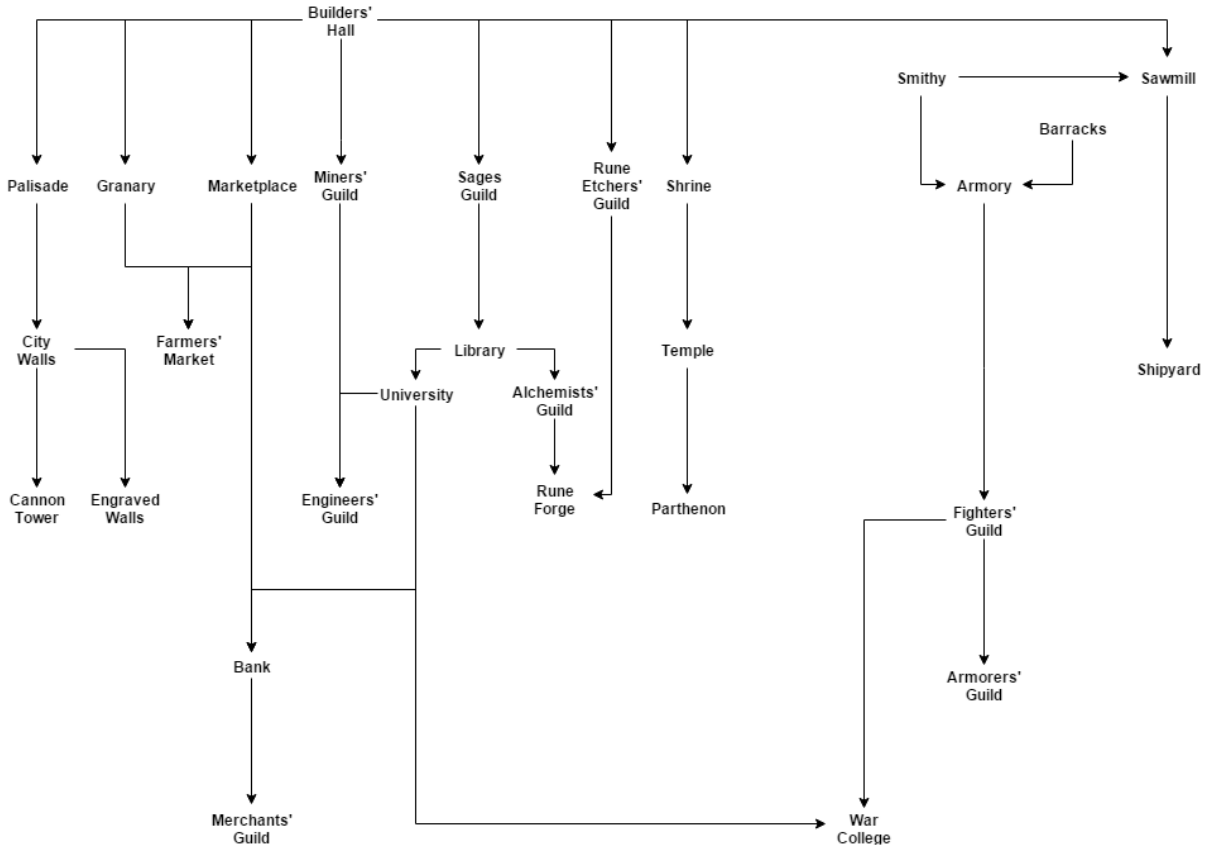
Unhallowed



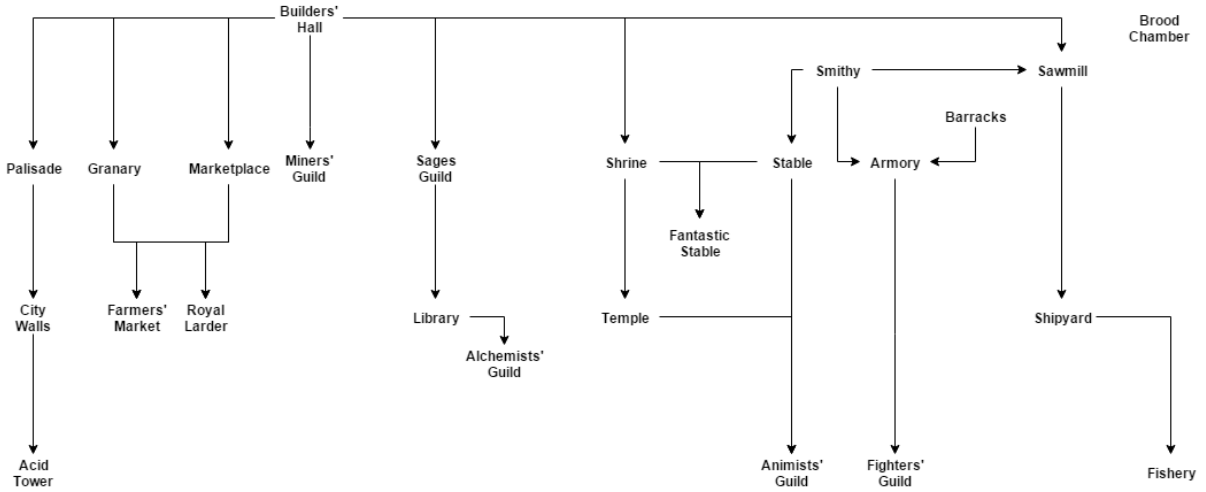
Draconians



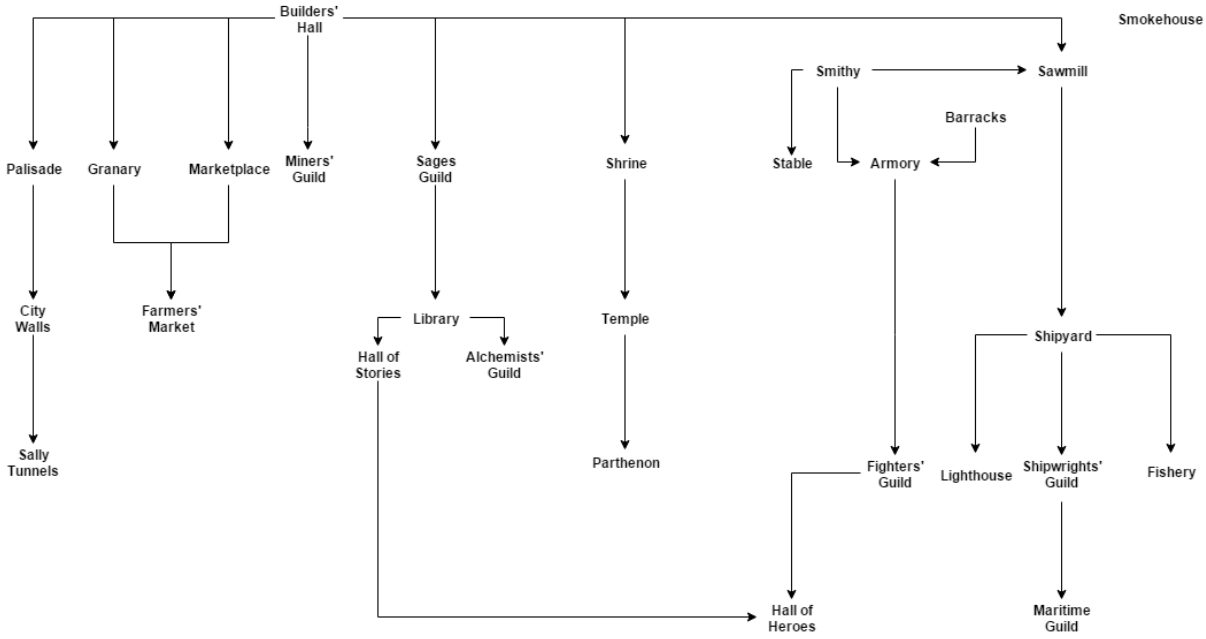
Dwarves



Myrodants



Orcs



Manual Changelog

1.2

- added features with unique rewards
- fixed starting spell selection table
- added experience section in the armies chapter
- added progression tables for hero classes
- added armies roster section
- added city progression tables

1.3

- small fixes
- added terrain bonuses to appendix

1.4

- updated selecting armies
- fixed ranger armor selection
- added surveyor
- added ‘useful information’ to appendix