

# HEROES III

OF MIGHT AND MAGIC®

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## THE BOARD GAME



CONFLUX

MISSION BOOK

When Enroth was created, the gods imposed a 10,000-year truce on the Elemental Lords. Now the end is nigh. Once the truce runs its course, the Elemental Lords will be free to do as they please, and nothing would please them more than to separate the elements whose conflux was what founded the world of Enroth.

Tarnum, the Immortal Hero, is willing to lay down his life to drive them off. Will you join his cause and help him save the world and—maybe—redeem his troubled past?

In this expansion for **Heroes of Might and Magic III: The Board Game** you will find a pack of new features, including the Monoliths, a new faction, a campaign, new scenarios, as well as optional rules for the Core Game.

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## COMPONENT LIST

### 12 × Map tile:

- 1 × Starting tile
- 3 × Far tile
- 8 × Elemental Near tile

### 1 × Town board

### 1 × Mission book

### 1 × Player's Aid

### 1 × Unit leaflet (Conflux)

### 2 × Hero model

### 1 × Town model

### 7 × Unit model

### 2 × Hero card (double-sided)

### 7 × Unit card

### 7 × Town Building tile

### 8 × Neutral Unit card

### 8 × Summoned Unit card

### 3 × Astrologers Proclaim card

### 8 × Artifact card

### 10 × Spell card

### 15 × Ability card

### 12 × Specialty card

### 9 × Statistic card

- 3 × Attack card
- 1 × Defense card
- 2 × Power card
- 3 × Knowledge card

### 1 × Build token

### 1 × Population token

### 1 × Spell Book token

### 1 × Morale token

### 5 × Movement token

### 12 × Monolith token

### 6 × Time token

### 8 × Summon token

### 2 × Fire Wall token

### 18 × Gold token

- 6 × "1 Gold"
- 6 × "3 Gold"
- 6 × "10 Gold"

### 14 × Building Material(s) token

- 6 × "1 Building Material"
- 8 × "3 Building Materials"

### 9 × Valuable(s) token

- 6 × "1 Valuable"
- 3 × "3 Valuables"

### 8 × Damage token

- 4 × "1 Damage/2 Damage"  
(double-sided)
- 4 × "3 Damage/5 Damage"  
(double-sided)

### 30 × Acrylic cube:

- 20 × Pink
- 10 × Black





# NEW ELEMENTS

## ELEMENTAL MAP TILES

This expansion introduces a new type of tiles—the Elemental tiles. Each one of them is associated with one School of Magic. All spells from that School of Magic that are cast by a Hero on that tile have their increased by 1.



1. Elemental Near Fire tile
2. Elemental Near Water tile
3. Elemental Near Air tile
4. Elemental Near Earth tile

## TIME TOKENS



To mark the remaining duration of an Ongoing effect, you can use Time tokens. Just put them on the card or a token that provides the effect and reduce their total value by 1 at the end of the round. When there are no Time tokens left, the effect ends—discard its card or token.

## MONOLITH TOKENS



*Two-way Monolith token*



*One-way Monolith token (Entrance)*



*One-way Monolith token (Exit)*

A Monolith token marks a field that connects to another Monolith on another tile, allowing Heroes to travel between them. When you discover a tile with a Monolith on it, place the tile according to the normal rules and then place the token on the field indicated by the scenario's map layout.

Keep in mind that the Monolith token replaces the field's original location and cannot be placed on blocked fields, other tokens, or fields containing locations required to meet any of the scenario's victory conditions. You can place the token however you wish, provided that it follows the above rules.

There are 2 types of Monoliths: One- and Two-way. A One-way Monolith allows Heroes to travel only from the Entrance Monolith to the Exit Monolith, but not in the opposite direction. A Two-way Monolith, on the other hand, lets Heroes move back and forth with the same Monoliths. The tokens representing the Monoliths are paired, both showing a One-way Monolith on one side, and a Two-way Monolith on the other.

## SUMMON SPELLS



These spells allow you to add a unit to the Combat board during Combat. Depending on the used, you can **Summon** either a non-Reinforced unit (a Few) or a Reinforced one (a Pack). A summoned unit is placed on a chosen empty space and remains under your command until it perishes, or the Combat ends, whichever comes first. A summoned unit is not added to your Unit deck.

## FIRE WALL TOKENS



These tokens are used instead of Luna's Specialty cards on the Battlefield expansion's board. Each token corresponds with one Specialty card. Remember to place the Specialty card next to the board. When the card is Removed or discarded, discard the corresponding Firewall token too.

## SUMMON TOKENS



These tokens indicate which units were **Summoned**. When you **Summon** a unit, place this token on its card. At the end of Combat, discard both the token and the unit. You can also use Summon tokens instead of Unit models on the Battlefield expansion's board.

## ELEMENTAL DAMAGE



You may notice that some units have a special ability that states: "This unit deals elemental damage." In these cases, you perform a normal attack, but the resulting damage works similarly to dealt by spells—it ignores the unit's .

**NOTE:** Elemental damage isn't affected by a unit's special ability that reduces damage taken from spells.



## SCHOOL OF MAGIC

Some cards refer to Schools of Magic, and every Spell card belongs to one of the following four of them: Air, Fire, Earth, and Water. Each School has its own border around the symbol:



**NOTE:** Although “Magic Arrow” belongs to all Schools of Magic, it can benefit from a bonus from only one School at a time. When you cast this spell, you can assign it to one School of Magic for the purpose of determining the bonus.



*School of Fire*



*School of Water*



*School of Air*



*School of Earth*

## PERMANENT CARDS

∞ These cards either provide you with a bonus or have a condition waiting to be met. When you play a Permanent card, place it in front of you. It stays there until you either discard it or replace it with another Permanent card. A Hero may only have one card of this type at a time.

**NOTE:** When a Permanent card is in play, you can still use its effects, either Basic or Expert. But remember, they do not stack—if you use the Expert effect, do not add it to the Basic effect.

Cards with the ∞ symbol can be played in the same way as the cards with  or  symbols.





This mode requires at least one expansion and 4 players to form an Alliance of 2 players vs. 2 players.

## ADDITIONAL RULES

When playing in this mode, the following rules apply:

- An Alliance is a team of 2 players that is determined at the beginning of the game and lasts for the duration of the chosen scenario.
- Each player chooses their faction at the beginning of the scenario.
- Allied players can exchange artifacts. To do so, they need their Heroes to occupy adjacent fields.
- Resources may be exchanged without the need for both players' Heroes to occupy adjacent fields. Members of an Alliance can exchange resources freely during the turn of either player in the team.
- Players in an Alliance cannot **Flag** locations that are already **Flagged** by another player from the same Alliance.

## FINISHING SCENARIO

Allied players share the victory and defeat conditions. There is no additional step of comparing who did better in the given game or who contributed to the victory more.





## ALLIANCE MODE

# ONE BAD DAY

*War has plagued this land for a long time. After years, the war was now going to come to an end with two arranged marriages. All was going relatively well until the brides and grooms, who did not agree with this arrangement, took off. Now their parents are fighting again, this time for good.*

### PLAYER COUNT

A scenario for 4 players (2 vs. 2).

### SCENARIO LENGTH

This scenario plays out over 16 rounds.

### MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

- 4 × Starting (I) Map tile
- 6 × Near (IV–V) Map tile
- 8 × Far (II–III) Map tile

**NOTE:** Place the One-way Monolith tokens as shown in the map layout. When a tile with a Monolith token is discovered, follow the regular placement rules—the layout does not show the exact locations of the tokens on the tiles, but only on which tiles they should be placed.

### STARTING RESOURCES

Each player starts with the following resources:

11 ×  3 ×  1 × 

### SETTING A PLAYER'S INCOME

Set the income on the income tracker to:

“10”  “0”  “0” 

### STARTING BUILDINGS

Each player starts the game with these buildings:

-  Dwelling

### STARTING UNITS

Each player starts with the following units:

- 3 × A Few  units

### ADDITIONAL SCENARIO RULES

**Before the start of this scenario:**

- There are 4 starting locations divided into 2 starting areas. The teams choose their starting areas, and then each player picks their starting position within their team's starting area.
- No player takes a starting bonus.

### VICTORY CONDITION

To win the scenario, an Alliance must either defeat each opponent's Main Hero once, or occupy both enemy Exit Monoliths (effectively blocking them) at the same time at the end of a round.

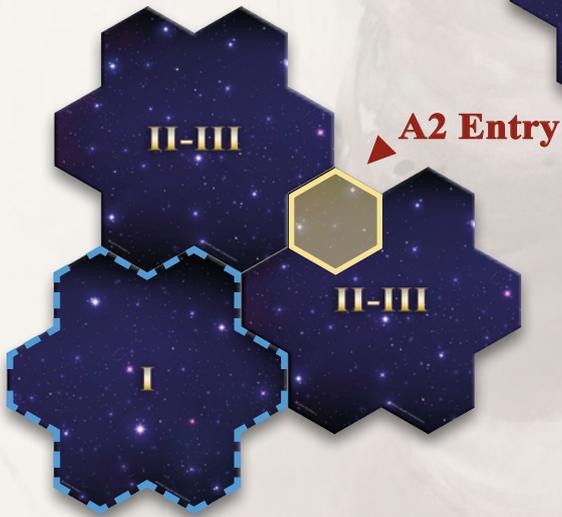
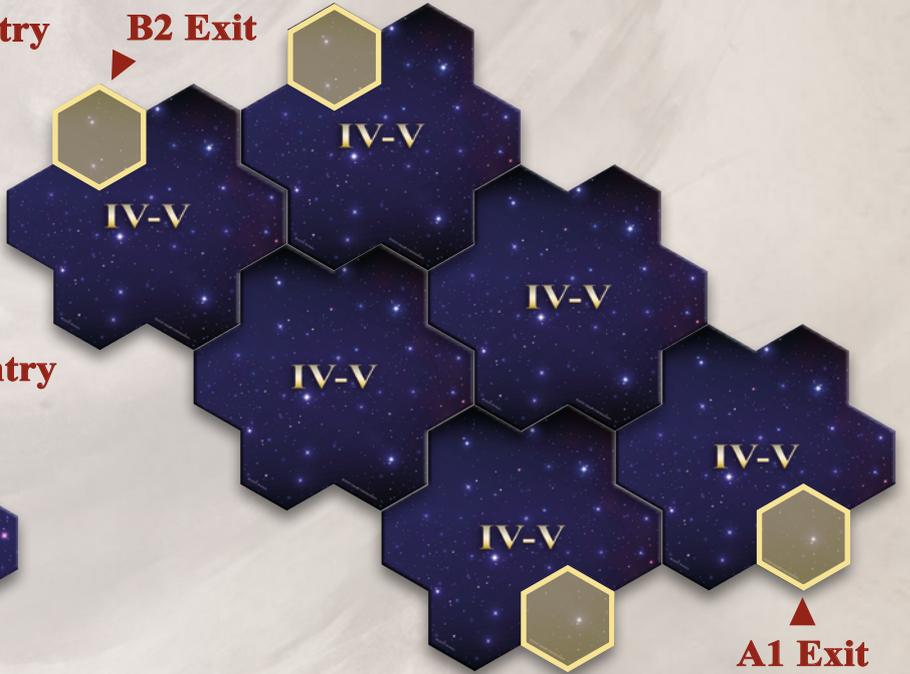
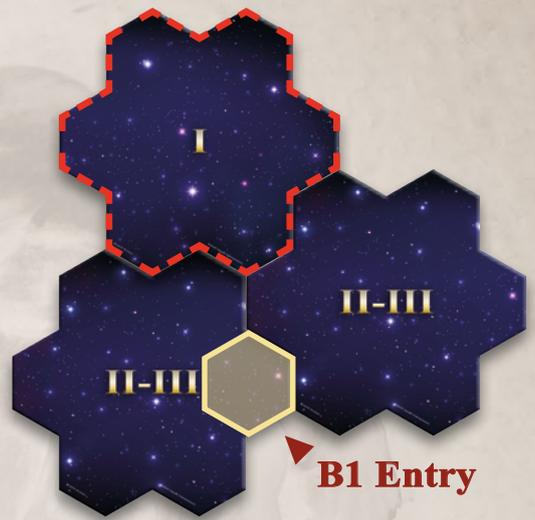
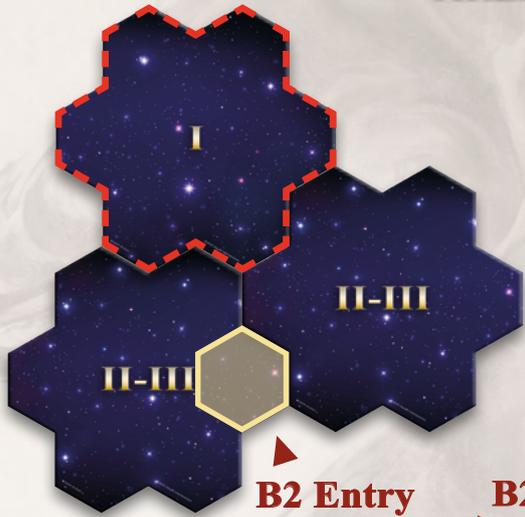
### ROUND TRACKER

If the above condition is not met by the end of the 16<sup>th</sup> round, the game ends and all players lose the scenario.

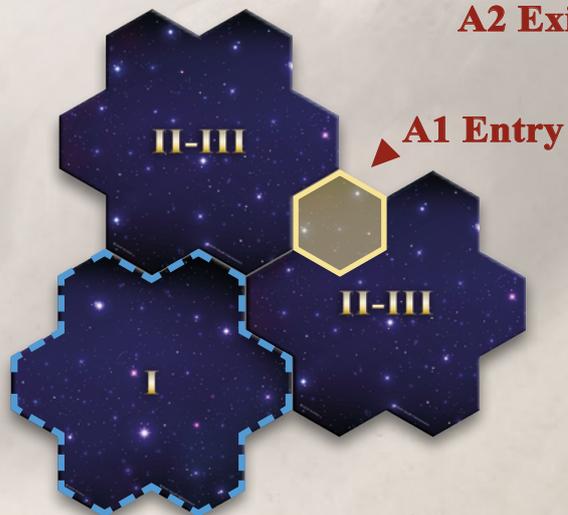
### TIMED EVENT

There are no timed events in this scenario.

**AREA B**



**AREA A**





*For months, it has been raining. The excess water has washed away most of your land and separated your kingdom. Now two other factions have risen up to take control of what was once yours. This uprising shall not be tolerated! You must take control of your land once again.*

## PLAYER COUNT

A scenario for 3 players.

## SCENARIO LENGTH

This scenario plays out over 10 rounds.

## MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

- 4 × Starting (I) Map tile
- 6 × Near (IV–V) Map tile
- 6 × Far (II–III) Map tile, none of which must contain a Settlement

**NOTE:** Place the Two-way Monolith tokens as shown in the map layout.

## STARTING RESOURCES

Each player starts with the following resources:

10 × 3 × 1 ×

## SETTING A PLAYER'S INCOME

Set the income on your income tracker to:

“10” “0” “0”

## STARTING BUILDINGS

Each player starts the game with these buildings:

- Dwelling
- Mage Guild

## STARTING UNITS

Each player starts with the following units:

- 3 × A Few units

## ADDITIONAL SCENARIO RULES

**Before the start of this scenario:**

- From the unused factions, randomly choose one and set its units aside.

**During this scenario:**

- The Town in the center of the map is defended by the following units of the previously chosen unused faction: 3 × a Pack of , 2 × a Pack of , and 2 × a Few . For the purpose of gaining experience, this field counts as having difficulty level VI.
- No player may have a Secondary Hero.
- When your Hero visits an Obelisk, you can Remove one Ability card from your hand or your discard pile.

## VICTORY CONDITION

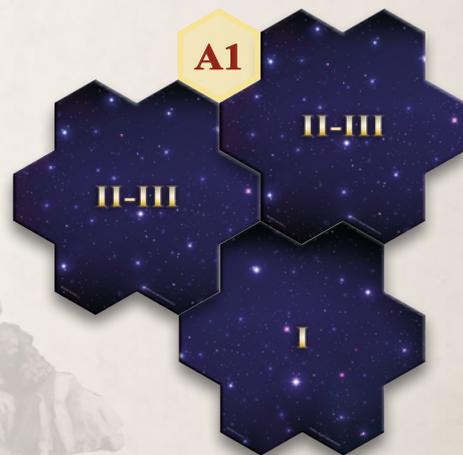
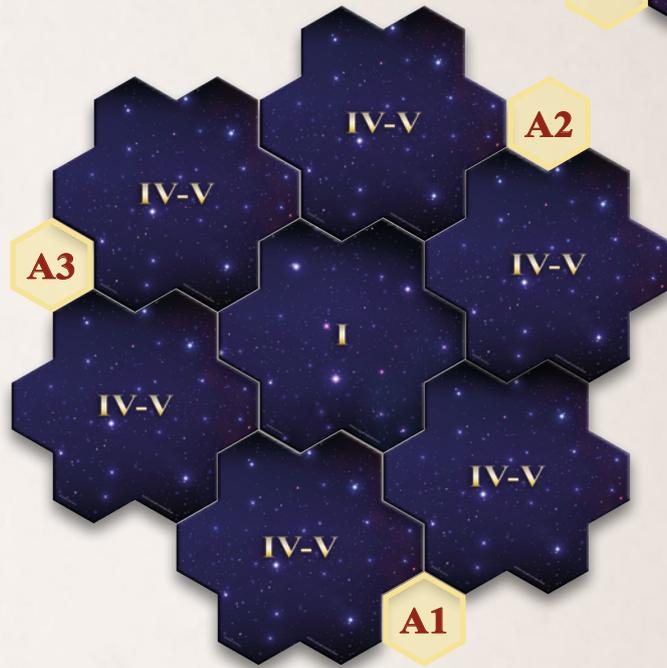
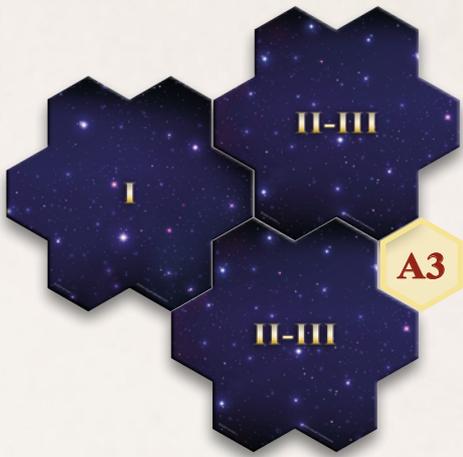
To win the scenario, a player must capture the Town in the center of the map and maintain control over it until the end of the next round.

## ROUND TRACKER

If the above condition is not met by the end of the 10<sup>th</sup> round, the game ends in a draw.

## TIMED EVENT

During the 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup> rounds, players can exchange resources as if they visited a Trading Post; they cannot, however, benefit from other effects of that location—Remove cards or buy War Machines.





# COOPERATIVE MODE

During all cooperative games, all players are allied and play together to beat the scenario.

When controlling Neutral Units, use Combat rules for the solo mode (see page 33, “AI Combat” in the Core Rulebook).

Additionally, when your Hero visits a Trading Post, apart from taking advantage of the normal effects of that location (see page 36, “Trade Table” in the Core Rulebook), you may also use it to give resources to any player.

Victory Conditions for cooperative scenarios can include:

- Defeating a specified number of Neutral Units.
- Taking control of specified locations.

If any player meets a scenario’s Victory Condition—unless stated otherwise—the game immediately ends and all players win the scenario.





# COOPERATIVE MODE

# TOO MANY MONSTERS

*Monsters have been attacking every town in the kingdom, so the king has offered an award to any lord who can plant their flag at every creature habitat so that the monsters will be forced to live under the rule of law.*

## PLAYER COUNT

A scenario for 2–3 players.

## SCENARIO LENGTH

Depending on the chosen game difficulty:

- **Easy:** 11 rounds
- **Normal:** 12 rounds
- **Hard:** 14 rounds
- **Impossible:** 16 rounds

## MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

### For a 2-player scenario:

- 2 × Starting (I) Map tile
- 4 × Near (IV–V) Map tile
- 2 × Center (VI–VII) Map tile
- 4 × Far (II–III) Map tile

### For a 3-player scenario:

- 3 × Starting (I) Map tile
- 6 × Near (IV–V) Map tile
- 3 × Center (VI–VII) Map tile
- 6 × Far (II–III) Map tile

**NOTE:** The map is separated into 3 main sectors. Each player starts in a separate sector. In this scenario, you can easily increase the number of players by adding an extra Starting tile, 2 Near tiles, 1 Center tile, 2 Far tiles, and 3 Monolith tokens per additional player.

**NOTE:** Place the One-way Monolith tokens as shown in the map layout. If you add more players than there are tokens available, substitute the missing Monoliths with any other type of tokens and treat them as if they were Monolith tokens.

## STARTING RESOURCES

Each player starts with the following resources:

10 ×  3 ×  1 × 

## SETTING A PLAYER'S INCOME

Set the income on your income tracker to:

“10”  “0”  “0” 

## STARTING BUILDINGS

Each player starts the game with these buildings:

-  Dwelling

## STARTING UNITS

Each player starts with the following units:

- 3 × A Few  units

## ADDITIONAL SCENARIO RULES

**During this scenario:**

- No player may have a Secondary Hero.
- No  can be transferred between players.
- No player takes a starting bonus.
- When a player visits an Obelisk, they gain 1  and 1 .
- Players are allowed to capture Mines belonging to other players.
- A Hero can use a Monolith to move from Sector 1 to Sector 2 only when all Combats in their part of Sector 1 are resolved and all of its tiles discovered.

- You have to move to Sector 3 if Sector 2 has resolved all Combats and tiles discovered.
- If all tiles in Sector 2 are discovered and all Combats there resolved, the Monolith in Sector 1 will transport your Hero directly to Sector 3.
- No effect can remove a Black cube from a field marked with a Roman numeral.
- Ignore all effects that reduce the number of Movement Points available to Heroes (spending MPs works normally).

## VICTORY CONDITION

To win, the players must resolve every Combat on the map by the end of the 11<sup>th</sup>, 12<sup>th</sup>, 14<sup>th</sup>, or 16<sup>th</sup> round, depending on the chosen game difficulty.

## ROUND TRACKER

The time limit for defeating all Neutral Units depends on the chosen game difficulty.

If the players fail to defeat the Neutral Units within the time limit, they fail the scenario.

## TIMED EVENT

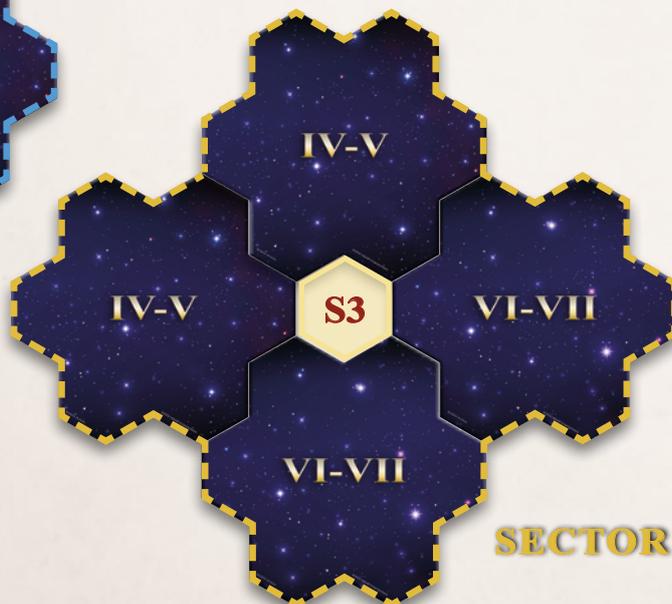
There are no timed events in this scenario.

### SECTOR 1

2-PLAYER  
SCENARIO



SECTOR 2

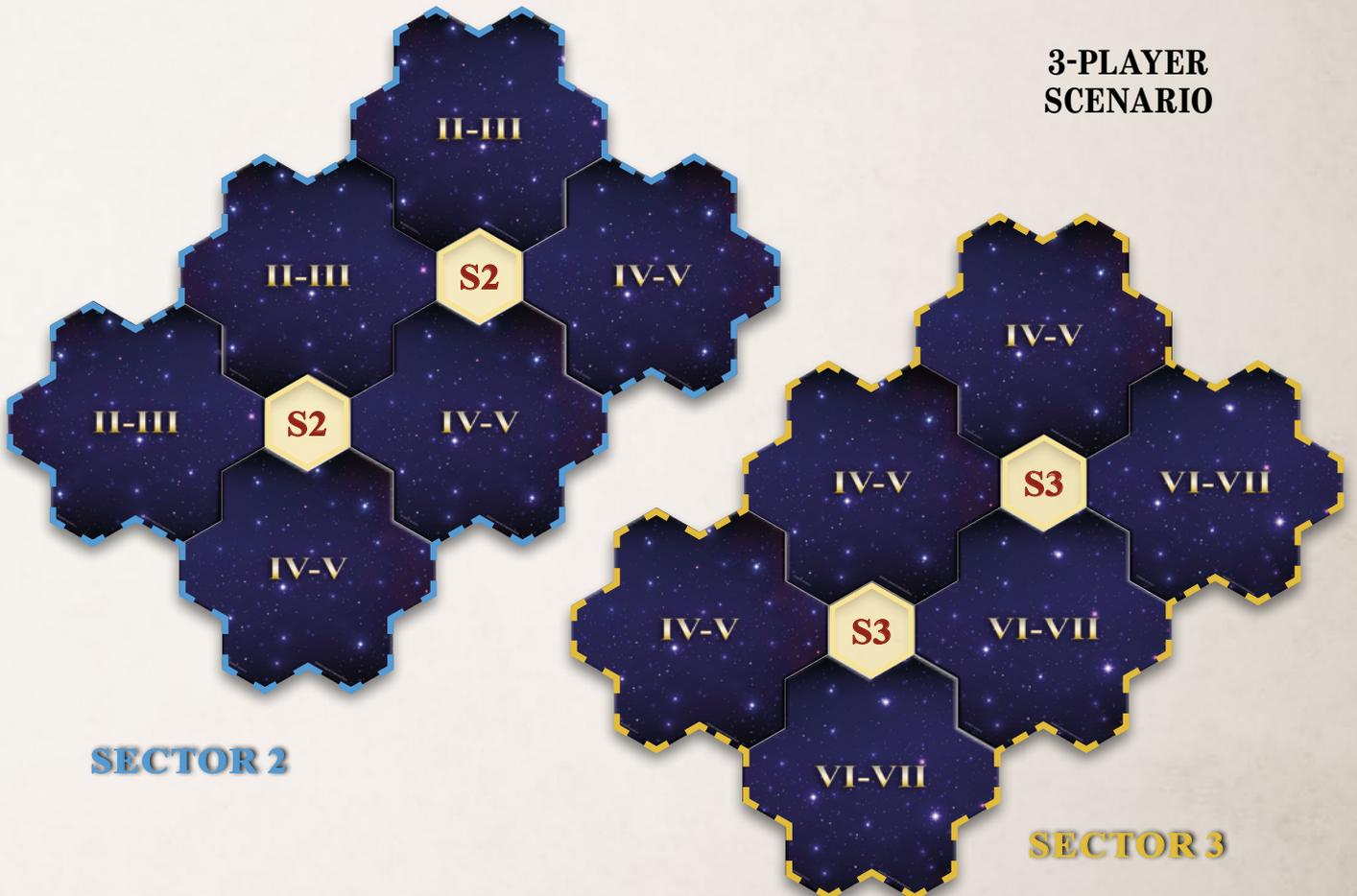


SECTOR 3

**SECTOR 1**



**3-PLAYER  
SCENARIO**



**SECTOR 2**

**SECTOR 3**



By the campaign, we understand a series of scenarios designed for solo play.

Each scenario is divided into two sections:

- The game-mechanics section.
- The story section.

Campaigns make use of an additional set of rules that are described in the first *Mission Book*, in the Core Game. Reading them before starting the campaign below may be a good idea.

## CLARIFICATION ON SOME RULES FROM THE CORE GAME

- You cannot surrender to AI Heroes.
- The AI Heroes move after the player.
- When an AI Hero's Skill card calls for drawing a card, draw another AI card and resolve its effect.
- The AI cards that raise  or trigger the use of other cards that do so stay on the units till they are used for defending against one attack. Use them in a manner similar to how a real player would use them.
- The bonus from the campaign's scenario setup replaces the default starting bonus.

## USING DIFFERENT HEROES

Although each campaign has its own recommended Hero for whom it is balanced and who is also the main character of the story, you are free to play with any other Hero—there is only one condition, the champion you choose for your cause must belong to the same faction as the recommended Hero.

## YOUR MIGHT AND MAGIC DECK BETWEEN SCENARIOS

After finishing a campaign scenario, follow these steps:

1. Return the cards from your hand and the discard pile to your deck.
2. From these cards, take out all the Statistic cards and the level 1 Specialty card, and set them aside.
3. Now remove the rest of the Specialty cards.
4. From the remaining cards, choose 5 and add them to the cards you set aside in the second step—this will be your Starting deck for the next scenario.
5. Note down the cards that make your new Starting deck.

If you lose a scenario, reset your deck by removing all the cards that are not part of your current Starting deck.

**Remember!** Every time you start a scenario, you reset your Hero's Experience Level to 1.

**Remember!** Spell Scrolls are not part of the deck! You cannot carry them over to the next scenario.

If you choose to change your Hero between the scenarios or when you repeat the scenario with a different Hero, in step 3 replace all of the previous Hero's Statistic cards and the level 1 Specialty card with all of the Statistic cards and the level 1 Specialty card of your new Hero. If the previous Hero had Empowered Statistics cards, you can remove Statistic cards of the same type from the new Hero's deck, and replace them with Empowered Statistic cards of the corresponding type.

In step 4 you can replace any card that remains in the deck after step 3 with the new Hero's starting Ability card and Magic Arrow(s). You can neither add a second copy of the Hero's Ability card to your deck in this way, nor have more than 4 Magic Arrow cards. After replacing the cards, proceed with choosing 5 cards from the deck and adding them to the new Hero's level 1 Specialty card and Statistic cards—this will be your Starting deck for the next scenario.

## SETTING THE PLAYER'S INCOME

At the start of each campaign scenario, set your income by placing your faction cubes on the following spaces of the income tracker on the Town board:

“10” 

“0” 

“0” 

Special rules in each scenario can change the above values

## NEUTRAL UNITS IN AI ARMIES

Unit cards originating from the Neutral Unit decks are listed in each campaign scenario's AI Hero setup with both their tier (★, ☆, ★, ★) and name. Before you start the scenario, find the indicated cards in their relevant Neutral Unit decks.

## AI DECK SHARING

If the setup does not specifically say that a given deck (e.g., a Spell deck) or Skill is to be used exclusively by one AI Enemy Army, you should assume it is shared. After each Combat, shuffle the deck's cards—used and unused—back together.

## DISPROPORTIONATE NUMBERS OF CARDS IN THE AI SPELL DECK AND MAGIC CARDS IN THE AI DECK

Sometimes in the AI Spell deck, there are more Spell cards than there are Magic cards in the AI Hero's deck. This is no mistake. Not all spells must be used, some are there for the sake of diversity.

If the AI Spell deck empties before Combat ends, shuffle the AI Spell discard pile to form a new Spell deck. After the Combat, shuffle the Spell deck and the discard pile together.

## NOT ENOUGH CARD COPIES DURING SETUP

If you lack some of the cards listed in the setup because they are already in your Hero's Starting deck, you may use other cards instead.

During setup, if multiple AI Heroes use the same unit, and you do not have enough copies of its card, the AI Heroes must share it—setup everything up without that card, and add it to the AI Hero's Army the moment you trigger Combat with them.

AI Skill cards cannot be replaced, so if setup assigns the AI Hero a card that your Hero has, remove the needed card from your Hero's deck and **Search (3)** the respective card's deck to compensate your Hero for the loss. If the AI Hero is assigned a Spell card that is unavailable, substitute it with a Magic Arrow card.

If your Hero is assigned a Spell, Artifact, or Ability card that is unavailable, **Search (3)** the respective card's deck to get another card in its stead.

## AI UNDER SIEGE—ARROW TOWER, GATE, AND WALLS

The Arrow Tower is treated as a  unit of the ★ tier. When it attacks, follow the normal order of targeting enemy units—prioritize other  units of the same tier. If there are no valid targets, the Arrow Tower attacks lower tier  units (in the order of **descending** tier), and if there still are no valid targets, it attacks higher tier  units (in the order of **ascending** tier). When there are no  units to target, the Arrow Tower attacks the  and  units, following the same order. If there is more than one valid target, attack the one that is the closest to perishing—has the smallest difference between its  and the number of current . If there is still more than one valid target, then you can choose which unit is attacked.

When the Walls and Gate are mentioned in Combat preparation but no additional information on how to arrange them is given, arrange them just like a human player would—place the Gate in front of the  unit with the highest . By default, the units do not attack the Walls—they would rather fly over them to attack their target or move towards it through the Gate. If it is not possible, they take a Defense Action.

## RULES FOR MORE COMPLEX SPELLS

In the following campaign, enemies use a number of spells whose effects are not fully compatible with the standard use of AI Magic cards. To fully use their effects, we present extended descriptions of how AI Heroes should use each of these spells.

**Spells attacking multiple targets (like Fireball and Chain Lightning)**—When activated, target any unit with one or two adjacent units from the player’s army, prioritizing the groups where there are more higher-tier units. If there is more than one valid group, attack the one that is the closest to perishing—has the smallest difference between its  $\heartsuit$  and the number of current  $\heartsuit$ . If there is still more than one valid target, then you can choose which unit is attacked. If there are no player units adjacent to one another, target units that are not adjacent to any of the AI units. If that is also not possible, do not use this spell—instead, skip the AI card that activated this effect and put it on the bottom of the Enemy AI deck. Then, shuffle this spell back to the Enemy Spell deck.

**Instant Defense spells (like Stone Skin)**—When activated, put this card on the side of the combat board, then put a Defense token on the unit with the highest defense to represent the card’s effect—it stays there until the defense is resolved. If there already is a Defense token on that unit, choose another one in the order of decreasing  $\heartsuit$ . In case of a tie in  $\heartsuit$  value, give preference to the unit of the highest tier and then to the greatest value of  $\heartsuit$ .

**Healing spells (like Cure)**—When activated, remove the  $\heartsuit$  from the AI unit with the greatest value of  $\heartsuit$  tokens, starting with the highest tier available. If no AI unit has any  $\heartsuit$ , put the AI card that triggered the spell at the bottom of the Enemy AI deck. Then shuffle the “Cure” Spell card back to the Enemy Spell Deck.

**Single-round buffs (like Fire Shield)**—When activated, check the tier of the unit on which you are about to cast the spell and count how many units of the same or higher tier there are on the board. If more than half of them have already activated this turn, do not cast the spell now—instead, place it on the side of the Combat board and play it when the first AI unit activates in the next combat round. Skip drawing the AI card for that activation.

**Attack-weakening spells (like Weakness)**—When activated, if the AI’s activated unit is to perform an attack that will provoke a Retaliation, cast this spell on the Retaliating enemy to lower their  $\heartsuit$ . If the AI’s unit causes no Retaliation, do not cast this spell—instead, ignore the AI card that activated the spell and put it at the bottom of the Enemy AI deck. Then, shuffle the Spell card back to the Enemy Spell deck.





## CONFLUX CAMPAIGN—MASTERS OF THE ELEMENTS

# 1. TROUBLED WALKING ON CLOUDS

*When the Elemental Lords' Truce is nearing its end, the Ancestors task the Immortal Hero, Tarnum, with a quest to stop their plans regarding Enroth. Follow him on this journey through all the elemental planes as he not only thwarts their schemes but also confronts his own biases against magic.*

### SCENARIO LENGTH

This scenario plays out over 13 rounds.

### PLAYER SETUP

**Faction—choose one:** Castle, Dungeon, Tower, Fortress, Rampart, Stronghold

**Faction Hero:** Tarnum

**Faction Army:** None

**Starting Resources:** 20 ×

**Town Buildings:** None

**Bonus:** Choose one of the following options:

- Search (3) the Artifact deck
- Search (3) the Ability deck
- +6 Resources

### AI HERO SETUP

**Enemy Heroes:** Fiur, Lord of Air's Guardians

**Enemy Armies:**

- **Fiur's Army:** Level III Neutral Army, a Pack of Storm Elementals, a Few Energy Elementals
- **Lord of Air's Guardians:** A Pack of Sprites, a Pack of Storm Elementals, a Pack of Energy Elementals, Storm Elementals, Energy Elementals

**Enemy Decks:**

- **Fiur's Deck:** 4 × Might card
- **Lord of Air's Guardians's Deck:** 8 × Magic card, 3 × Skill card

**Enemy Spell Deck:** 2 × “Magic Arrow” Spell card, 1 × “Lightning Bolt” Spell card, 1 × “Chain Lightning” Spell card

**Skill:** “Summon Air Elemental” Spell card\*

**Special:** Prepare the Storm Elementals and Energy Elementals for later use in the scenario.

*\*Whenever this skill card is activated, put one Conflux faction cube on this Spell card. Whenever there are two such cubes on the card, and fewer than 2 Fire, Earth, or Water Elementals in the AI Army in Combat, remove all the cubes from the Spell card and cast Summon Elemental with 4. Place the summoned unit in the first empty space of the frontline, counting from the leftmost side of the AI player. If the AI deck runs out of cards, and there is still a cube on the Spell card, cast Summon Elemental with 2.*

### MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

**1 × Center Map tile (VI–VII):**

- 1 × Dragon Utopia Center Map tile (C1)

**2 × Starting Map tile (I):**

- 1 × Castle (S3)
- 1 × Conflux (S8)

**2 × Far Map tile (II–III):**

- 2 × random tile from Castle (F3, F6, F9), Tower (#F1–#F3), Fortress (F13–F15), and Rampart (F10–F12)

**1 × Near Map tile (IV–V):**

- 1 × Dungeon tile with an Obelisk (N5)

**2 × Elemental Near Map tile (IV–V):**

- 2 × Elemental Air tile (N18, N19)

**NOTE:** Place the One-way Monolith token as shown in the map layout.

## HEROES PLACEMENT

Place your Conflux Hero on the center field of the Center tile—on the Dragon Utopia field. This tile is already discovered.

## ADDITIONAL RULES

During this “Conflux” campaign scenario, the following rules apply:

- Your Hero does not gain Experience past Level 4.
- Do not use the Astrologers Proclaim cards in this scenario.
- Whenever you draw a Summon Fire Elemental, Summon Air Elemental, Summon Earth Elemental, Summon Water Elemental, Basic Fire Magic, Basic Air Magic, Basic Water Magic, Basic Earth Magic, Fire Magic, Air Magic, Water Magic, or Earth Magic card from the Spell or Ability decks, discard it immediately and draw another card in its place.
- When your Hero visits an Obelisk for the first time, they trigger a timed event. After resolving it, treat every Obelisk as an empty field.
- You cannot build any Town Buildings unless you control a Town, but:
  - a) You may **Recruit** ★ units without the necessary Town Buildings.
  - b) You may **Reinforce** your units without the necessary buildings.
- Till round 5<sup>th</sup>, you do not lose this scenario if you do not control a Town.
- Whenever you trigger Combat with Neutral Units on an Elemental Air tile, replace the first drawn ★ with ★ Energy Elementals. Then add ★ Storm Elementals.

## WIN/LOSE CONDITIONS

**Win:** You must defeat both Enemy armies.

**Lose:** You fail the scenario if your Hero is defeated in any Combat. You can still retreat from Combat with non-Azure tier Neutral Armies.

## TIMED EVENTS

When you reach the following rounds, follow the corresponding instructions:

### 1<sup>st</sup> Round:

- Place a Black cube on every field with a Roman numeral on the Center Map tile. Treat all these locations as empty fields.
- Choose one of the following factions and take its units and Town board:
  - c) Castle
  - d) Dungeon
  - e) Tower
  - f) Fortress
  - g) Rampart
  - h) Stronghold
- Draw 4 cards from the ★ Neutral Unit deck—you can buy one of them for the price of its Recruitment cost. Then perform **Recruitment** according to the regular rules.
- Read the “Ten-Thousand-Year Truce” section below.

### 3<sup>rd</sup> Round:

- Gain Negative Morale.
- Read the “Shamed” section below.

### 5<sup>th</sup> Round:

- If you do not control a Town till the end of this round, you lose the scenario.
- After you receive your income this round, lose 10 🪙.
- Read the “A Brave Man” section below.

### 9<sup>th</sup> Round:

- Read the “Situation in the Realm” section below.

### 12<sup>th</sup> Round:

- At the end of the round, you lose.

**When you enter a field with a Town on Starting Castle tile:**

- Start Combat with **Fiur’s Army**. After defeating it, follow the steps below.
- Build the ★ Dwelling.
- Build the Citadel.
- Build the City Hall.
- Read the “Ancient Libraries” section below.

**When you enter a field with a Town on Conflux Starting tile:**

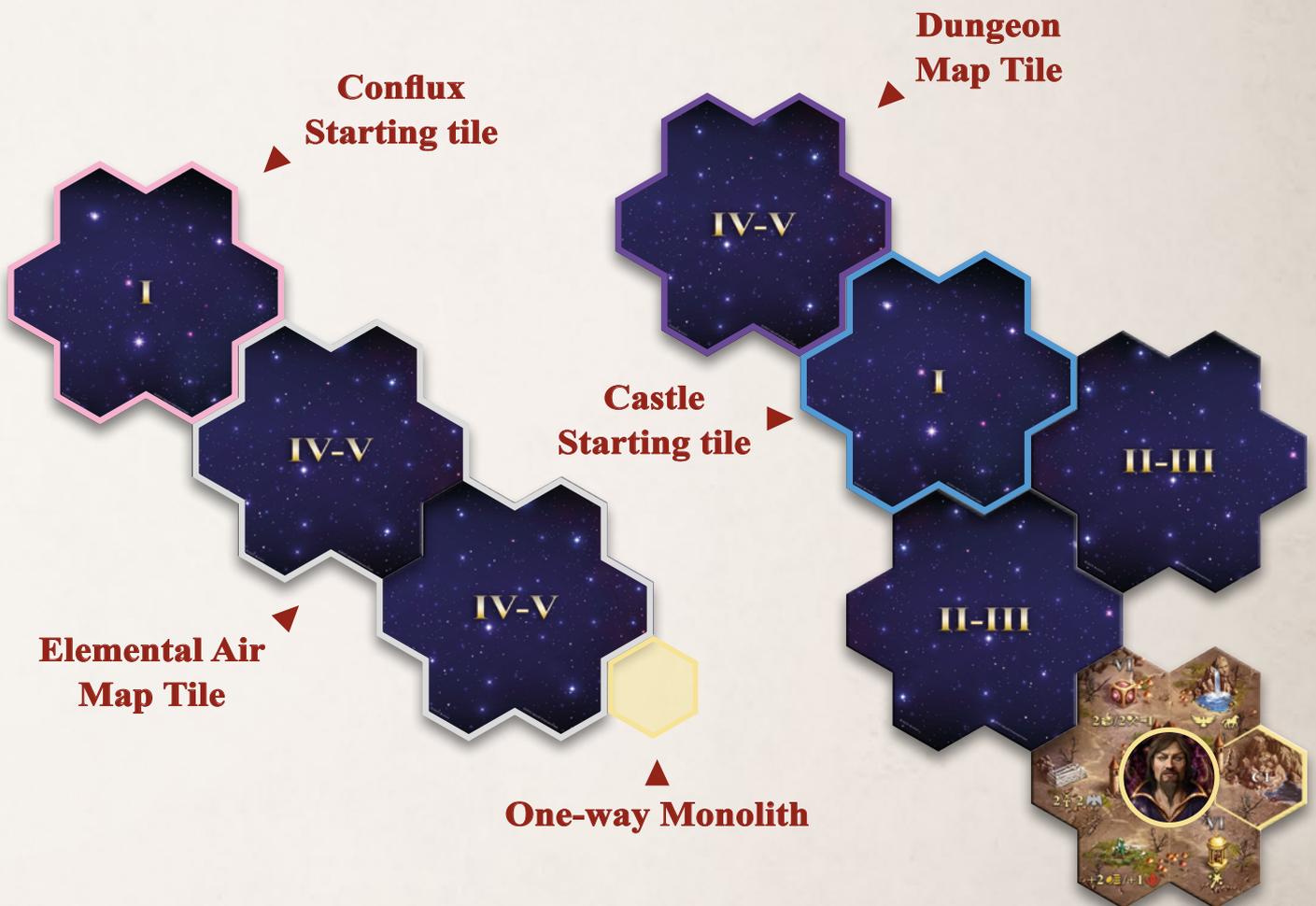
- Start Combat with the Lord of Air's Guardians Army.

**When you visit an Obelisk for the first time:**

- Discover the Elemental Near Air tile that is not adjacent to the Conflux Starting Map tile.
- Place your Main Hero on the Monolith token.
- Read the "Seeing Pool" section below.

**When you complete the scenario:**

- Read the "Not Here" section below.



## THE STORY

### TEN-THOUSAND-YEAR TRUCE

The Ancestors hate me.

It was a sunny, beautiful day. The surface of the lake was perfectly still, and there was not a soul in sight which could annoy me. It was a perfect day for fishing.

Then, the Ancestors appeared.

Their ghostly forms hovering just above the water, circling my boat. "Tarnum," they said in unison, "this is the most important task we have ever set before you."

I felt that the rod in my hand disappeared, and my clothes began to change shape while everything around me started to blur... they were magically transporting me somewhere. Before I could say anything, they already started telling some ancient story about how soon after the world was created, a war between the Gods and Elemental Lords started and how, after centuries of fighting, the Gods forced the Elemental Lords into a 10,000-year truce.

"...Ten thousand years have passed," they finally concluded their lengthy peroration. "The violent, selfish Elemental Lords plan to separate all the elements, thus destroying the entire world! You must prevent that!" They finished ominously while fading away as if they were never there.

*"Saying what they want and leaving me in front of a... mage tower...? In snowy mountains? Is this Bracada?"* I thought to myself, looking around. I was at the foot of an enormous slender structure, dressed in some lame robes like one of these Wizards.

*"No wonder the Ancestors deemed the matter so urgent. The Elemental Lords were coming to our world to destroy it."* I was trying to collect my thoughts while climbing to the entrance. *"But what if I didn't wait for them? What if I took the battle to them, to the Elemental Planes where they reside? They certainly wouldn't expect such an assault. Unfortunately, the only way to reach the Elemental Planes is through a Conflux town, and only one remains in the entire world."* I paused to count the few blessings of such an unnaturally long life—the knowledge about the history of the world being one of them. Or rather, memories of it.

When I entered, I was welcomed by the wizards—coldly, so that I had no doubts I was a necessary evil forced on them by the Ancestors. The feelings were mutual, though. They showed me around the tower, explaining what I could make use of... but making use of my connections to hire some mercenaries seemed

like the better option. As if these wimpy Wizards could be any good for anything...

The next day, I was met by the representatives of the King of Bracada, Gavin Magnus. It turned out that he had already gathered troops for me to battle the Elemental Lords. How the Ancestors arranged this, I do not know.

As helpful as King Magnus seemed, he also sent along his own representative, named Barsolar, to make sure someone protects the interests of the kingdom. From the very moment we met, Barsolar has been trying to tell me what to do. He's more annoying than any person I have met, and a Wizard as well—two reasons for me to hate him. Personally, I think the twit needs to be pushed off the nearest cliff. Unfortunately, I would only end up with more problems if the third cousin of the king disappeared.

After a whole day of his nagging, I was hoping to carve out a moment of peace and quiet for myself. But the instant I sat at the table in my tent, one of his assistants rushed in to try and explain the Elemental Planes to me.

"Please listen, sir!" The mage desperately raised his voice, seeing my head shake. "We have evidence to support this information. First-hand accounts of these alternate planes."

"They are not part of this world. I know this. But an entire world made only of fire? That's not possible!" I said, chuckling.

"Sir, in the Elemental Planes, the rules of our world do not apply. You can walk on clouds, or entire landscapes can be made only of fire. That's why no one has dared take an army into these lands!"

"Well, possible or not, I will be the first," I said boldly. I may have to use magic, but I can still fight like a true Barbarian.

From the opening in my tent, I saw several men on horses leading troops behind them.

"There is no reason to sit around and wait for these Elemental Lords to come to me. I'll take the battle to them and end it before they get a chance to harm this world!" I finished while rushing to inspect my new army.

### SHAMED

Barsolar has been droning on for the better part of an hour about the intricacies of Golem construction, while I've been daydreaming of a Golem falling on the scrawny Wizard, crushing the life out of him.

Then Barsolar stopped talking. I turned toward him. He was waiting for something—must've asked me a question.

"What?" I said with a yawn.

“As I said, we need spells! How do you expect us to fight without spells?” Barsolar said.

“This is battle! Soldiers everywhere win wars without magic!” There was enough magic around me to make my skin crawl. I didn’t want more of that. I’ve been getting a lot of requests for me to provide some resources for their Mage Guild, and Barsolar, naturally, has been the loudest of them all. I know these Wizards well—I fought them long, long ago. If you give them an inch, they’ll take the entire world! But their whining annoyed me. Letters arrive daily from men sleeping in a tent next to mine! Wizards write letters for everything. I wouldn’t be surprised if they wrote one to announce they were stepping into the woods to relieve themselves.

“Sure. Sounds like a good idea,” I said and quickly pointed to the right, “look! A rabbit!”

Barsolar followed my finger and then frowned when he realized there wasn’t a rabbit. I heard him comment on it, but I was already outside, rushing as far away as I could. I needed some air.

It was still dark, but the morning sun was slowly creeping over the horizon... I definitely didn’t want to waste the whole day talking about magic, so I left to explore the immediate area. Perhaps it was foolish, but dealing with all this magic made my head feel like it’d been split open with an axe. A lone ride in the wild was all that I needed to make me feel better.

Then I was attacked.

The Air Elementals came out of nowhere and picked me up from my horse. I tried to use my staff on them, but it was useless. If only there weren’t so much air around them... They carried me up above the clouds, taunting me all the way. Then they let me go. Straight toward the solid ground below. It seemed like an eternity. I tried to prepare myself for the pain. And then something took hold of me from behind. At first, I thought it was the Elementals, back to taunt me again, but when I turned around, I saw one of my assistants, the Gargoyle Master. The small man was flying through the air, with the help of magic, and he set me down without injury.

I lowered my head, ashamed that I had to be saved by magic.

I started thinking while getting back to my tent. The man took action when everyone else just watched. Not that I needed saving or was in any danger—not a real, life-threatening danger, at least. Still, I need people like that... and giving him a position might keep his mouth shut about this... incident. And the Treasurer post is still empty! All the pieces fall into place—the Gargoyle Master might have just earned himself a promotion.

## A BRAVE MAN

“My lord?” Said the wrinkled assistant as he approached. “You summoned me?”

I’ve come to realize Wizards have more assistants than hair on their sunken chests. I have a theory. For every problem that faces them, from difficult magical formulas to ill-fitting boots, a Wizard hires a new assistant to solve it. Hence, the most powerful Wizard is the one who never has to lift a finger as a retinue of apprentices capable of populating a city bustles around them.

“Which one are you?” I asked.

“Ponific, the Golem Master.”

“Oh, yeah! I was wondering, as long as I have to have those Golems in my army, can you do something to make them breathe?” The Wizard looked at me with visible confusion.

“Whatever would you want to do that for, lord?”

“I don’t like them! Yeah, they’re strong, but they’re so... creepy, like walking corpses. Do you like corpses, Pontificate?” I asked sharply.

“It’s Ponific, lord,” the Golem Master said.

“Oh, and no, I do not particularly like corpses.”

“So, can you do anything?” I continued.

“I do not think so, lord. But Golems are quite useful as they are. They will do whatever you want them to do whenever you tell them to do it!”

“Yeah, Prolific...”

“PON-IFIC, lord.”

“Yeah, but they don’t do EVERYTHING you ask them to do. I ordered one to breathe, but its head cracked open trying to get its small mind around that one,” I said.

“Lord, that is quite impossible,” Ponific said, annoyed and confused at the same time.

“Fine, forget the breathing,” I said, grinning as I wondered how far this Wizard could be pushed.

“...Can you make them blink?”

Just when he was opening his mouth to answer, the sound of the alarm shut him up.

Apparently, several Storm Elementals flew in over the walls and attacked. None of the guards were injured because it was simply a distraction. Several other Elementals managed to break into the treasury at the same time. The Gargoyle Master, or rather, my new treasurer, tried to stop them. But his spells were

too weak. Sadly, he died, and the enemy escaped with their arms loaded with Gold and Gems. The money can be replaced, but I will never get the chance to repay my debt to the treasurer who saved my life. Even if he was a Wizard, he was a brave man.

## SITUATION IN THE REALM

I have decided that the Ancestors are punishing me. They placed me with these Wizards, made me one of them, to completely humiliate me.

Today, I made an attempt to befriend these learned men. I stripped down to the waist, and then I challenged every man in the camp to wrestle.

Not one accepted!

No wonder they need their spells. They're afraid to do anything that requires a little sweat. And isn't it ironic that I, the Barbarian King who slaughtered thousands of magic-users, now must master magic myself or the world will perish. The Ancestors must be laughing at me. I know I would be if I were in their shoes.

"Come on!" I shouted. "You, you, and you—all of you can take me on at once."

I was pointing at every Wizard I could lay my eyes on. Yet, they just stared at me like I was insane. Finally, one of them approached me... with a letter...

"Oh... you are just a messenger," I sighed disappointingly. "Maybe after this, we will do some one-on-one, huh?! What say you?" I nudged him. But for some reason, the man just handed me a report while avoiding eye contact.

A few days ago, I sent a scout to investigate some rumors I've been hearing from the locals. But after reading just a few words of it, my fists started clenching. And they clenched with every line that followed.

"What... held in cages... enslaved by the Lord of Air?"

Sprites. The Air Lord holds their children hostage; forcing the adults to fight for his cause, work in his mines, and other such horrors. Sprites may be magical creatures, but they are slaves, and I'm familiar with that helpless feeling that your life is not your own. Nothing is more crippling than being subject to the whims of a cruel master. Those are the memories that drove me to become the maniac I used to be. Perhaps I went too far, but I still like to think that my cause was just.

"We're going to free those Sprites," I promised.

## ANCIENT LIBRARIES

After taking the last Conflux town in the land, I sent my assistants to search for a way to get to the Elemental Planes. Barsolar was more than willing to do that. Meaning that I won't hear his yapping for a couple of days. Maybe weeks!

Several days without his nagging worked wonders for my mood. So, I invited the Mage Instructor, Hemoross, for dinner. Some small talk with a relaxing meal could break some ice and help me get to know them.

And that's how my day was ruined.

"...places of learning like the Marletto Tower, the Learning Stone, and the Garden of Revelation are important for self-improvement," said Hemoross. He barely touched his meal while continuing with his endless monologue. "These places will help you increase your skills and..."

"Why do you mention this? Are you saying there's something wrong with me, Hemorrhoid?" I finally burst out, not able to take it anymore.

"Uh, umm, no! Uh, well, I just thought I'd mention it, lord. Excuse me," the Mage Instructor said and dismissed himself, leaving the meal behind... Without even mentioning that I had gotten his name wrong. I broke out in laughter. These Wizards were so easy to fluster.

The same day, I received a letter from the King of Bracada. I knew what it said even before I opened it, and I knew this letter was Barsolar's work. In his letter, Gavin Magnus explained very politely that his people needed magic in order to be effective.

In a recent letter, King Magnus stated his concern that we might not be able to contact him after we pass into the Elemental Plane of Air, or that we might not even be able to come back. He suggested I remain here and wait for the Elemental Lords... but I refuse!

The Elemental Lords won't be expecting an attack, which is exactly why I'm doing it. Why give them time to build the army they want? He also reminded me, several times, that I was using Bracadan forces for this venture and that they could be withdrawn with but a single word. So, I have been scolded. I crumpled up the letter and searched the camp for Barsolar, finding him drinking tea with the Mage Instructor, Hemoross.

"Excuse us, Hemorrhoid," I quipped.

Hemoross' eyes bulged, and he ran away without a word.

Barsolar glared at me and said, "The Mage Instructor's name is Hemoross, Lord Tarnum. This ridiculous way you taunt us with your name-calling is getting old."

I promptly grabbed Barsolar by the collar and lifted him into the air.

“If you have a problem...” I started while jamming Magnus’s letter into his mouth. “...come to me! Next time you go behind my back, you’ll be sorry! And you might want to think about finding another job, one that takes you far away from me.”

The next day, he was much meeker while talking to me. He found a book in the Conflux library that revealed the way to the Elemental Plane of Air. So he proposed that he would leave for this impossibly tall mountain range to find the Gateway to the Clouds. He decided his magical talent would best be used as a scout, plus he wanted the freedom to study the Elemental Planes without interruption. I think he left because he realized I was close to removing his head from his body. As I saw him ride away, I smiled. Now, if I could just rid my army of the rest of the Wizards.

## SEEING POOL

Today, some of my assistants summoned me to a frozen pond near a patch of trees. The Wizards broke a hole in the ice with their staves and removed the shards of ice with their bare hands. When the preparations were finished, everyone stood in a circle around the hole.

“This is called a Seeing Pool,” Hemoross said. “Any still water can be used to create it.”

“What does it do?” I asked.

“With it, we can find a person even over great distances.” Hemoross explained.

They were going to try to find Barsolar. I wasn’t sure what to expect, so when the water began to glow with an eerie blue, I took a step away from the hole. Hemoross grinned, amused at my apparent fear. Suddenly, the surface of the water became shiny and flat, like a mirror, and then a single figure appeared. I bent over to look closer. It was Barsolar, walking upon what looked like a field of white clouds—the Plane of Air, perhaps.

“He still lives,” Hemoross said. The other Wizards applauded.

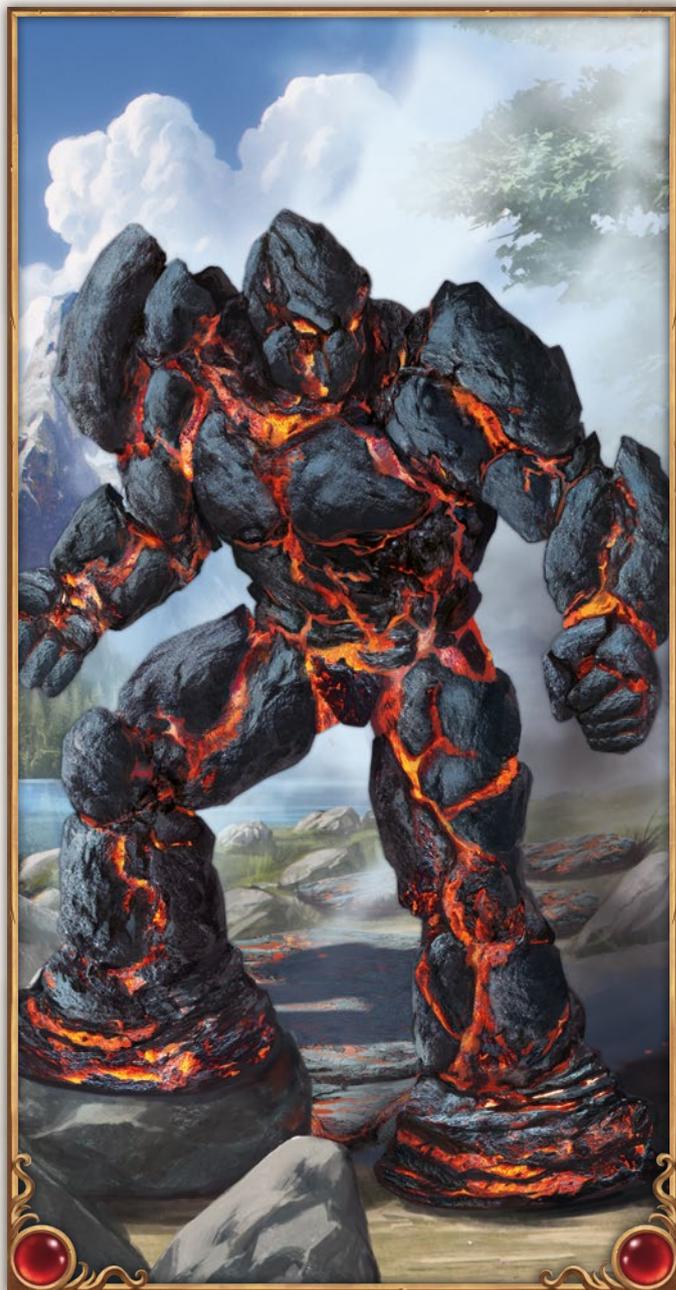
With solid proof that we will not fall over the clouds in that realm, I decided that it was finally my turn. And so, I marched through the gate that Barsolar found. I took the first step...

“*This is it, the Elemental Plane of Air!*” I thought on the other side. Before stepping from the Monolith, I dropped my staff into the billowing white clouds. The shaft floated as if on water, refusing to settle into

the clouds. Amazing! Cautiously, I took the first step and felt something like solid ground beneath my feet, even though I knew there was none. I don’t think I can ever get used to this.

## NOT HERE

Some of the Sprites have learned that their children are now safe, so they deserted from the Air Lord’s army. They desperately wanted to reunite with their young ones, so I wasn’t able to convince them to join me. I did, however, get a little information out of them before they flew away. Unfortunately, the Lord of Air has fled the Elemental Plane of Air. I regret that I’m not going to get the chance to face him. When asked where he went, the Sprites simply shrugged. They didn’t know why, but they did know that he left most of his forces behind to guard his realm until his return.





CONFLUX CAMPAIGN—MASTERS OF THE ELEMENTS

## 2. DANCING IN WATER AND FIRE

### SCENARIO LENGTH

This scenario plays out over 16 rounds.

### PLAYER SETUP

**Faction—choose one:** Castle, Dungeon, Tower, Fortress, Rampart, Stronghold

**Faction Hero:** Tarnum

**Faction Army:** None

**Starting Resources:** 10 × , 3 × , 2 × 

**Town Buildings:**  Dwelling, City Hall

**Bonus:** Choose one of the following options:

- Search (3) the Artifact deck twice
- Build Mage Guild for free
- +10  Resources

### AI HERO SETUP

**Enemy Heroes:** Lord of Water's Guardians, Lord of Fire's Guardians

**Enemy Armies:**

- **Lord of Water's Guardians\*:** A Pack of Ice Elementals, a Pack of Energy Elementals, a Pack of Water Elementals,  Ice Elementals,  Energy Elementals
- **Lord of Fire's Guardians\*:** A Pack of Fire Elementals, a Pack of Magma Elementals, a Pack of Phoenixes,  Magma Elementals,  Phoenixes

**Enemy Deck:**

- **Guardians' Decks:** 5 × Magic card, 2 × Might card

*Both Armies of Guardians use the same AI deck.*

**Enemy Spell Decks:**

- **Lord of Water's Guardians' Spell Deck:**  
1 × "Magic Arrow" Spell card, 1 × "Weakness" Spell card, 1 × "Cure" Spell card
- **Lord of Fire's Guardians' Spell Deck:**  
1 × "Magic Arrow" Spell card, 1 × "Fire Shield" Spell card, 1 × "Fireball" Spell card

**Special\*:**  Ice Elementals,  Energy Elementals,  Magma Elementals,  Phoenixes, Fire Elementals, and Water Elementals

*\*Do not prepare these cards ahead of time, as they may be used in their respective decks beforehand. Find the cards in their relevant Neutral Unit and Summon decks in the Conflux Expansion when you trigger Combat with one of these Armies.*

### MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

**1 × Starting Map tile (I):**

- 1 × Castle (S3)

**1 × Far Map tile (II–III):**

- 1 × random tile from Castle (F3, F6, F9)

**1 × Near Map tile (IV–V):**

- 1 × Necropolis (N1)

**4 × Elemental Near Map tile (IV–V):**

- 2 × Elemental Fire tile (N14, N15)
- 2 × Elemental Water tile (N16, N17)

**NOTE:** Place the One-way Monolith token as shown in the map layout.

### HEROES PLACEMENT

Place your Hero on the Town field of the Castle Starting tile. This tile is already discovered.

## ADDITIONAL RULES

During this “Conflux” campaign scenario, the following rules apply:

- Your Hero does not gain Experience past Level 5.
- Do not use the Astrologers Proclaim cards in this scenario.
- Whenever you draw a Summon Fire Elemental, Summon Air Elemental, Summon Earth Elemental, Summon Water Elemental, Basic Fire Magic, Basic Air Magic, Basic Water Magic, Basic Earth Magic, Fire Magic, Air Magic, Water Magic, or Earth Magic card from the Spell or Ability decks, discard it immediately and draw another card in its place.
- Whenever you trigger Combat with Neutral Units on an Elemental Near Water tile, replace the first drawn ★ (if there is any) with ★ Ice Elementals and the first drawn ★ (if there is any) with ★ Energy Elementals. Then add a Pack of Water Elementals.
- Whenever you trigger Combat with Neutral Units on an Elemental Near Fire tile, replace the first drawn ★ (if there is any) with ★ Magma Elementals and the first drawn ★ (if there is any) with ★ Phoenixes. Then add a Pack of Fire Elementals.
- When visited, the Monolith transports your Hero to the Town.

## WIN/LOSE CONDITIONS

**Win:** You win when every location on the Elemental Near Water and Fire Map tiles is either **Flagged** or empty.

**Lose:** You fail the scenario if your Hero is defeated in any Combat. You can still retreat from Combat with non-Azure tier Neutral Armies.

## TIMED EVENTS

When you reach the following rounds, follow the corresponding instructions:

### 1<sup>st</sup> Round:

- You can enter neither regular Near Map tiles nor Elemental Near Fire Map tiles.
- Read the “Stuck in the Planes” section below.

### 3<sup>rd</sup> Round:

- Gain 10  and 4 .
- Read the “Report” section below.

### 5<sup>th</sup> Round:

- Read the “Realm of Water” section below.

### 8<sup>th</sup> Round:

- If you have not defeated **Lord of Water’s Guardians** by this time, you lose...
- Read the “Good Joke” section below.

### 10<sup>th</sup> Round:

- Read the “Realm of Fire” section below.

### 16<sup>th</sup> Round:

- At the end of the round, you lose—the Elemental Lords lay waste to the world of Enroth.

**When your Hero enters the last non-Flagged and non-empty field of the two Elemental Near Water tiles:**

- If the field is guarded by a Neutral Army, ignore the regular Combat.
- Start Combat with **Lord of Water’s Guardians**.
- After defeating them, the Hero gains 3 Movement Points.
- From now on, you can enter both the regular Near Map tiles and the Elemental Near Fire Map tiles.
- The difficulty level of every Combat encounter on the map increases by one (see page 35, “Field Difficulty Level Table” in the Core Rulebook).
- Read the “Good Joke” section below.

**When your Hero enters the last non-Flagged and non-empty field of the two Elemental Near Fire tiles:**

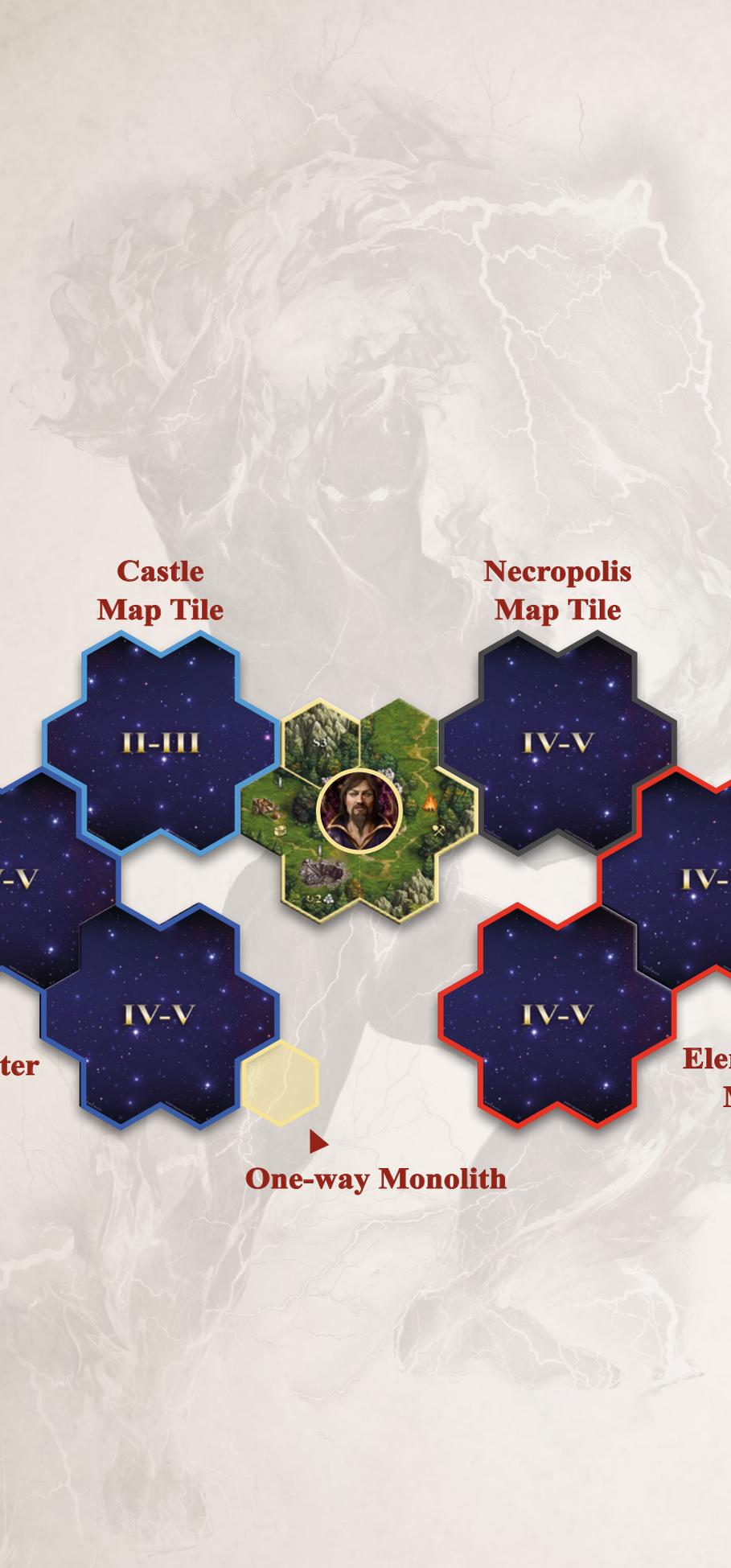
- If the field is guarded by a Neutral Army, ignore the regular Combat.
- Start Combat with **Lord of Fire’s Guardians**.

**When you enter a field with an Obelisk tile without your faction cube:**

- You can either **Remove** up to 2 Artifact, Spell, and Ability cards from your hand, or **Search (3)** the Artifact, Spell, or Ability deck. After resolving the field, place a Black cube on it.

**When you complete the scenario:**

- Read the “Into the Last Realm” section below.



**Castle  
Map Tile**

**Necropolis  
Map Tile**



**Elemental Water  
Map Tile**

**Elemental Fire  
Map Tile**

**One-way Monolith**

## THE STORY

### STUCK IN THE PLANES

“This realm of water is worse than the Plane of Air!” I shouted out my frustration, making a few nearby Wizards jolt. I lifted my foot and looked at the solid ground... if you can call all this mud solid. Everything was bobbing slowly up and down as if the entire world was sitting on a ship in a storm. Suddenly, I rushed to the side of the road as bouts of seasickness overcame me.

“By the Ancestors... this is too much... we need a cure... for queasiness... a magical one...” I gasped in the general direction of the Wizards following me around as if they had nothing better to do. Hemoross gave me a puzzled look.

When the Air Lord left his realm, he crushed the Gateway to the Clouds behind him. With all these Wizards around, you would think one of them would’ve warned me that the only other way back to our world is to gain power over all the Elemental Planes. So, I have traveled here to the Plane of Water to conquer it.

At last, we arrived at our destination—the border of “firmer” ground, where Barsolar was preparing a boat to explore the... “less firm” area.

“How is our communication?” I asked, fighting with nausea. He just shook his head in answer.

“Some great Wizards you are! There...”

“We’ve been trying all night, through every magical means possible!” He interrupted me with a seemingly calm voice, but you could hear his ill-disguised anger. “We simply cannot contact King Magnus.”

“Then we’re on our own,” I said.

“Yes. I’m afraid he will think we are lost.”

“Well,” I started, trying not to sound too happy, “there is nothing we can do about it but continue on.” Maybe now I can lead this army of Wizards without any interference.

“Exactly. I will attempt to determine the locations of our enemy,” he answered and resumed readying the boat. Looking at him, I had no doubt he also planned to study the specific nature of this plane. Over the previous week, he was hiding in his tent more than usual, scribbling away.

“Send regular reports. We cannot lose contact with our men, too,” I ordered and left him to his preparations. Regular information would be useful, but it was more to keep him focused while he’s away.

## REPORT

I barely slept a wink last night, thanks to this blasted seasickness. I’m losing weight from all the retching, and I still haven’t gotten used to fighting when the ground is moving beneath my feet. Strangely, I seem to be the only one having a problem with seasickness. These Wizards move about with ease. Out of the corner of my eye, I’ve been noticing mages snickering and pointing at me. Initially, I ignored them, but in time the nausea wore me down so much that I asked them how they did it. Each one gave me a different cure for the queasiness. Of course, none of them have worked! The only thing I can keep down at this point is tea and toast.

Miserable, I collapsed on the wet ground outside my tent. The mud soaking into my robes didn’t matter. My clothes were already covered with the filth of more than three weeks of vomiting and marching through the swamp. I haven’t felt well enough to wash, not that it’s a concern of mine. A little dirt never hurt anyone.

As I was lying on the ground, an owl landed on a nearby tree branch and started cooing at me. Annoyed, I sat up and looked at it... and almost jumped when it spoke with Barsolar’s nasal whine.

“Lord Tarnum. I have traveled far already, and I have noticed that Elementals block just about every passage in this realm. They will attack without question, so I have stayed away from them thus far. But there is a veritable fortune floating on the water! I have sent some of what I have collected.”

I looked around, not sure what he meant. Then the owl picked at a small pouch tied around one of its legs and dropped it in my lap before it flew off. No sooner had I untied the pouch than it exploded in my face, nearly burying me beneath a pile of Wood and Gold.





## REALM OF WATER

Hemoross was enjoying his breakfast right in front of me, while all I could allow myself this morning was some tea—a special brew that was the only thing keeping me from collapsing from starvation.

“I heard you call on the Ancestors before. Why?” he asked me.

“Because,” I pretended to take a long sip of my drink while I thought up an answer, “the universe seems to hate me right now. So I figured, why not call on some gods for help?”

“An interesting choice, to call upon the gods of the Barbarians.”

“It amuses me.” I shrugged, noticing the suspicious look the Mage Instructor was giving me.

“Well, I’ll leave you to your tea, Lord Tarnum,” Hemoross said, dismissing himself quickly. There was something odd about the way he said that last part...

Before I could give it any thought, some creature landed on my arm. Although it was odd to hear Barsolar’s voice coming from an owl’s beak, I realized today that I was finally getting used to it.

“The Lord of Water is gone,” reported Barsolar’s owl.

I didn’t hear the rest of its message as I got a sinking feeling in my tender stomach. Had I made a mistake coming to the Elemental Planes so quickly?

If the Elemental Lords have already gone to my world, then what kind of mayhem can they cause before I can master the elements?

## GOOD JOKE

When was the last time I was well? I can’t recall.

When I woke this morning, I stared for an hour at the pot of tea near the fire. I just couldn’t face another day of that stuff, so I immediately ordered one of the Gremlins to bring me wine. “And lots of it!” I shouted. As long as I was going to vomit, I might as well be drunk too...

The next morning, I approached the Wizards, all sitting together eating breakfast.

I smiled at them, placing a half-empty bottle of wine on the table. Then I grabbed a handful of eggs, threw some sausage on top for good measure, and shoved it all in my mouth. I watched as their jaws dropped. They watched me choke down the food, lean back, and belch toward the heavens.

“You seem to be feeling better,” said Hemoross.

“Yes,” I said, retrieving the wine before I started walking away. After a few yards, I stopped and yelled back, “If I start feeling ill again, I’m going to come looking for you, Hemoross. You won’t like it.” I kept walking, leaving the Wizards whispering frantically.

Yes, I had figured out that they had been putting something in my tea that was making me sick. A good joke, considering the way I had been treating them.

I can take a joke. Once.

## REALM OF FIRE

I exited my tent and looked around at this strange world. Nothing but pools of bubbling lava, charred mountains, and flames stretching around up to the horizon, and probably even beyond that. With each breath, I sucked in the blistering air, too dry to make me sweat but hot enough to make me want to strip off my robes.

I was concerned about coming to the Plane of Fire. Air, Water, and Earth I can understand, but an entire world made of flames? Before we came here, I insisted that I go alone. No use sending everyone through the portal only to find out that our robes and hair catch fire on the other side. What I found instead was a realm lit by a brilliant orange glow and flames licking at my legs like tall grass.

In a way, it was beautiful.

I saw Barsolar passing my tent—he’d just returned from his exploration of this plane. When we arrived, he insisted on doing some experiments and mentioned that he had to go over his notes with some of the other Wizards. To my surprise, I asked, “What did you learn?”

Barsolar stammered for a moment. He looked at me as if trying to determine if I was joking.

“What?” I said. “I can’t show any interest in your work?”

“You never have before.”

“Your work hasn’t been interesting until now,” I replied with a grin to let him know I was kidding. Unfortunately, Barsolar still didn’t have a sense of humor. Or does he? I still suspect that Barsolar, not Hemoross, was behind the potion in my tea that kept me seasick the entire time I was on the Plane of Water.

“Well,” Barsolar began to explain, “I have been wondering why the fire here does not burn us. Even paper doesn’t burn, unless...” Barsolar pulled a sheet of parchment from his robes, curled it into a tube, and held it above the flames licking at his feet. At first,

nothing happened. Then it caught fire so quickly, Barsolar had to toss the paper away before it burned his fingers.

“How did you do that?” I asked.

“The fire reacts to your thoughts. If you want it to burn something, it will. It’s almost a living entity, similar to the Elementals but not sentient,” Barsolar said.

I was impressed. I slapped Barsolar on the shoulder and said, “Good work!”

## INTO THE LAST REALM

Just as we were preparing to go into the Plane of Earth, Barsolar returned from his travels.

“So, do you have anything new to report?” I asked once he had a drink of cool water.

“Not much, except...” he said while reaching into his robe. He pulled out a short length of wood, broken and splintered on one end.

“What is it?”

“The base of a Wizard’s staff. I even recognize the symbols there at the bottom. It belonged to a famous Wizard who disappeared almost two hundred years ago.”

“What’s it doing here, then?” I asked.

“Well, the story goes that a group of powerful mages wanted to create the ultimate Golem, so they tried to find passage to the Plane of Earth, where they could possibly find the hardest substance in the universe. Many believe they died when they cast the spell... or appeared at the bottom of the ocean or something... but others think they made it to the Plane of Earth but couldn’t find a way back.”

“That sounds familiar,” I said.

“Yes. It doesn’t matter, since this happened two hundred years ago...”

“Did you try to locate them with magic?” I cut in.

“They are not here. But even if their spell had worked... they’d all be dead by now,” Barsolar said.

“Not... here” I repeated in my mind. “*If the spell had not worked, we wouldn’t have that broken piece of wood here.*”

“Unfortunate.” I said while patting Barsolar on the back. “We could’ve used the help.”



## CONFLUX CAMPAIGN—MASTERS OF THE ELEMENTS

# 3. HARD PLACE

### SCENARIO LENGTH

This scenario plays out over 10 rounds.

### PLAYER SETUP

**Faction:** Conflux

**Faction Hero:** Tarnum or any Conflux Hero

**Faction Army:** None

**Starting Resources:** 15 ×

**Town Buildings:** Dwelling, Citadel, Mage Guild, Magic University

**Bonus:** Choose one of the following options:

- Add the following cards to your M&M deck: “Summon Fire Elemental” Spell card and “Basic Fire Magic” Ability card
- Add the following cards to your M&M deck: “Summon Water Elemental” Spell card and “Basic Water Magic” Ability card
- Add the following cards to your M&M deck: “Summon Air Elemental” Spell card and “Basic Air Magic” Ability card

### AI HERO SETUP

**Enemy Heroes:** First Overlord, Second Overlord

**Enemy Armies:**

- **First Overlord’s Army:** Pack of Earth Elementals\*, a Few Troglodytes, a Few Evil Eyes, a Few Medusas
- **Second Overlord’s Army:** A Pack of Medusas, a Pack of Manticores, a Few Black Dragons, a Pack of Earth Elementals\*, Mummies, 1 × Arrow Tower card, 1 × Gate card, 3 × Wall card

**Enemy Decks:**

- **First Overlord’s Deck:** 3 × Might card, 1 × Magic card
- **Second Overlord’s Deck:** 2 × Might card, 2 × Magic card, 3 × Skill card

**Enemy Spell Deck:**

- 1 × “Weakness” Spell card, 1 × “Fire Shield” Spell card

**Skill:** “Armorer” Ability card\*\*

*\*Look for these units in the Summons’ Deck.*

*\*\*Whenever this skill is activated, put a Defense token on the unit with the highest to represent the card’s effect. The token stays there till the unit resolves a defense. If there already is a Defense token on that unit, choose another one in the order of decreasing . In case of a tie in value, give preference to the unit of the highest tier and then to the greatest value of .*

### MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

**2 × Starting Map tile (I):**

- 1 × Conflux (S8)
- 1 × Dungeon (S2)

**2 × Far Map tile (II–III):**

- 2 × random tile from Dungeon (F2, F5, F8)

**2 × Elemental Near Map tile (IV–V):**

- 2 × Elemental Earth tile (N20, N21)

**NOTE:** Place the One-way Monolith token as shown in the map layout.

### HEROES PLACEMENT

Place your Conflux Hero on the Town field of the Conflux Starting tile. This tile is already discovered. Both Enemy Heroes—the **First Overlord** and the **Second Overlord**—are represented by the two Dungeon Faction Hero models. Keep them handy, they will appear on the map as a result of timed events.

## ADDITIONAL RULES

During this “Conflux” campaign scenario, the following rules apply:

- Do not use the Astrologers Proclaim cards in this scenario.
- Whenever you defeat one AI Enemy, gain 14  and 2 .
- Do not resolve the regular effects of starting with the Mage Guild already built.
- When your Hero visits an Obelisk, you can either **Remove** up to 2 Artifact, Spell, and Ability cards from your hand, or **Search (3)** the Artifact, Spell, or Ability deck. After resolving the field, place a Black cube on it.
- You cannot build the  Dwelling—Magical Pyre—until a story event unlocks it.
- From the Neutral Unit decks, remove all cards except for the following:
  -  deck: Rogues, Zombies, Wraiths, Harpies, Evil Eyes, Troglodytes, Sprites
  -  deck: Nomads, Vampires, Liches, Medusas, Minotaurs, Energy Elementals
  -  deck: Enchanters, Dread Knights, Ghost Dragons, Manticores, Black Dragons

## WIN/LOSE CONDITIONS

**Win:** You must defeat both Enemy Armies.

**Lose:** You fail the scenario if your Hero is defeated in any Combat, but you can still retreat from Combat with non-Azure tier Neutral Armies.

## TIMED EVENTS

When you reach the following rounds, follow the corresponding instructions:

### 1<sup>st</sup> Round:

- Your Main Hero loses 1 .
- Read the “Hard and Heavy” section below.

### 3<sup>rd</sup> Round:

- Your Main Hero loses 1 .
- Read the “Hard Times Create Hard People” section below

### 5<sup>th</sup> Round:

- Read the “The Hard Truth” section below.
- Place a model representing the **First Overlord** on the Monolith Token.

### 6<sup>th</sup> Round:

- Place a model representing the **First Overlord** on the Monolith Token.

### 7<sup>th</sup> Round:

- Read the “Hard to Believe” section below.
- After you receive your income this round, lose 10 .
- You must gather 8  and 4  before the 9<sup>th</sup> round.

### 9<sup>th</sup> Round:

- After you receive your income this round, lose 8  and 4 . If you do not have the resources, you lose the scenario.
- Build the  Dwelling—Magical Pyre—for free.
- Read the “Hard Beginnings” section below.

### 10<sup>th</sup> Round:

- At the end of the round, you lose.

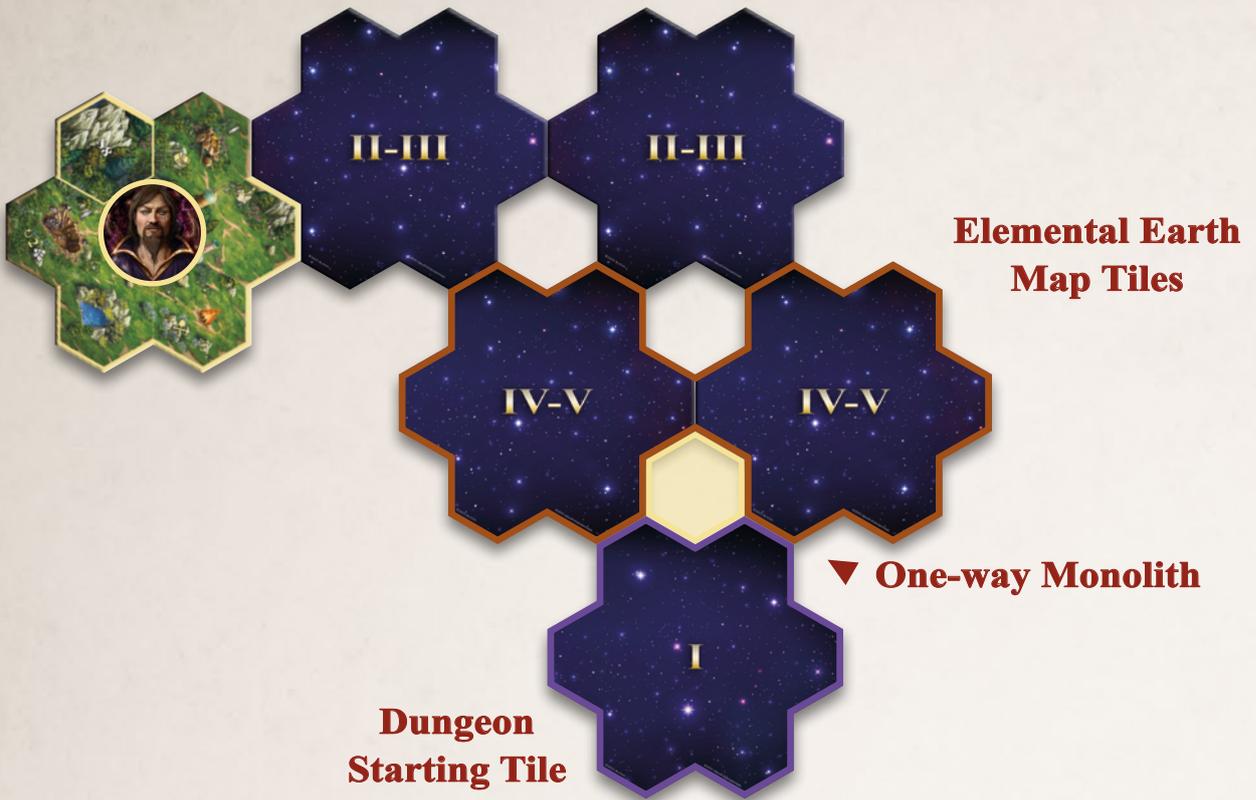
### When you discover the Dungeon Starting tile:

- Place a model representing the **Second Overlord** on the Town field of this tile. This enemy Hero does not move.

### When you complete the scenario:

- Remove the “Summon Elemental” Spell card and “Basic Magic” Ability card from your deck.





## THE STORY

### HARD AND HEAVY

“Solid ground at last!” These were my first words after setting foot on the Elemental Plane of Earth. Since then, several weeks have passed and the preparations to conquer this realm were taking much longer than we had expected. The reason, however, was pretty obvious. Like everyone else, the first thing that struck me here was a feeling like there was a lead weight tied around my ankles, endlessly pulling me downward. The mages complained of feeling heavier, or listless. Soon, I noticed they were tiring out quicker, forcing me to make more stops during the day.

Just like the last time, Barsolar left to explore the area. I let him go alone under the condition that he would look for the owners of this weird staff he found. Or whatever was left of them. Today, I finally saw his owl again. It came with a crudely drawn map of the region tied to its leg.

“The Earth Lord has left some Dungeon Overlords behind to protect his realm while he’s away,” the owl explained after letting me eye the map for a moment. Was it set to start speaking after a moment, or is Barsolar controlling it remotely? About all I could determine from the map was that my enemies had a base far to the south-east. And that between us, also to the south, was an army, occupying local towns.

“*Dungeon Overlords, huh?*” I weighed his words while feeding the bird some leftover oats from my breakfast. I’ve fought these Dungeon creatures before, long ago. Since they spend most of their lives beneath the ground in their dark tunnels, they can fight well in the dark. In fact, they prefer it. They often ambush their foes instead of fighting them face-to-face.

“There is no honor in them. They want only to win!” I exclaimed, crossing my arms and shaking my head. But complaining wouldn’t get the job done. So, I looked at the map again to plan my next attack.

### HARD TIMES CREATE HARD PEOPLE

This morning, I stepped outside my tent and immediately broke into laughter at what I saw. Apparently, to alleviate some of the weight they have to carry throughout the day, many of the mages decided they would abandon their dusty robes and go shirtless. Never have I seen so much pale flesh at one time. But I have to admit, after nearly two months on the Plane of Earth, these scrawny men were beginning to show some signs of getting in shape.

Their white bellies were a little smaller, and their stick-like limbs were starting to show some muscle.

I tore off my robe and walked among them.

“Who wants to wrestle?” I said. A few of the mages even looked like they wanted to, but no one dared step forward. They almost found their courage.

“Ha! I’ll make Barbarians out of you yet!” I shouted merrily. Out of the corner of my eye, I caught a group of rugged-looking men approaching our camp. Behind, with great effort, shambled a much slimmer but very familiar figure...

“Barsolar...?!” I shouted, running to them. He seemed exhausted, and he was covered in just as much grime as the other Wizards. However, I noticed Barsolar had lost some weight around the middle and his face seemed more defined. The exercise that came with long weeks of exploration must agree with the man.

“We all assumed they would be dead,” he started once he finished greedily gulping from a flask I gave him, “so when they stepped from a large cave I was hoping to camp in, I would’ve never guessed they were the mages who came to the Plane of Earth to make the ultimate Golem.”

I approached the newcomers and tried to introduce myself, but was immediately interrupted.

“Greetings, Tarnum! You are just like Barsolar described... yes,” one of them started, eying me from head to toe. I looked suspiciously at Barsolar, but he was too exhausted for me to decipher what he was thinking.

“We are happy to see other mages. I am Reamus,” said their leader.

We sat down with the men, sharing a meal and much talk. Then Reamus said something that made half of them choke on their food.

“What did you say?” Barsolar’s eyes widened in disbelief.

“I was just impressed that so many new faces showed up in just sixteen years,” repeated Reamus. “But man, some of you look old.”

“*Impossible... considering they have been missing for two hundred... Someone was wrong.*” I thought frantically.

“But you’ve been gone for...” began Ponific, the Golem Master.

“So long!” I interrupted. If these men actually didn’t realize how long they’ve been away, blurting it out was not the way to tell them.

“How did you survive?” I quickly followed before anyone could say anything.

“We constructed Golems as soldiers. Two guards for each mage. Whenever one of the Golems was destroyed, we just made another. Unfortunately, we have not yet discovered a way to make the ultimate Golem. But if we...” Reamus happily started explaining. I listened to them for the whole evening, silencing any questions from other mages. Then, after the meal, I had a meeting with my advisors.

“How is this possible? How can they believe that they’ve only been away for sixteen years?” I demanded. I had the sinking feeling that I wasn’t going to like the answer. Hemoross, the Mage Instructor, shook his head. So did Ponific and the others. Only Barsolar seemed to have an idea, if his serious expression was any indication.

“What is it, Barsolar?” I asked. He had been studying these Elemental Planes even as he explored them.

“It would take some experiments to test my theory, Lord Tarnum,” Barsolar said noncommittally.

“I don’t care about experiments, Barsolar! I want answers!” I shouted, hitting the table with my fist. “Even if you’re not sure. What’s going on here?”

“Time, Lord Tarnum,” he began calmly while sparkles of magical energy from his hands formed images of two worlds. Initially, the sun on both of them rose and set at the same times, but with each cycle it was more and more visible that one of them lagged behind. “The Elemental Planes are fundamentally different from our world. It would make sense that time, too, would work differently here,” Barsolar continued. The other Wizards all nodded as they began to follow their colleague’s path of thought.

“So,” I said, “are you telling me that everything moves slower here than in our world?”

“Yes. Or you could say time moves quicker in our world. Either way, two hundred years in our world is equivalent to sixteen here. We can expect that by the time we return to our world, at least a couple decades will have passed.” Several of the advisors dropped their wine cups.

I just closed my eyes and hoped that the Elemental Lords didn’t destroy the world during that time.

## THE HARD TRUTH

A few weeks ago, I decided to tell our new guests the truth. It was getting harder to keep everyone’s mouths shut, and I thought it would be better if I told them. I was as gentle as possible, but there is no good way to tell a man that his entire family, that everyone they knew, is long dead and buried. I know some of what they are feeling. My own family is long gone,

my friends as well. Even the world has changed so much that I no longer remember what life had been like when I was a child.

This morning I had a conference with my assistants and decided to appoint Reamus as my second-in-command, since he had years of experience fighting the Elementals, and I found him capable. He was perfect for this position. It could also keep him from thinking too much about his situation. One can only become stronger if they face the truth. And I was sure he was strong enough to face it. But it doesn’t need to be today...

Also, he was not as annoying as my other assistants. I can’t put my finger on the reason I get along with him any better than with the others, especially since his name has so many easy and vulgar ways to mess it up.

Since we are so close to our goal of conquering all four Elemental Planes, I called a meeting to discuss strategies for defeating the Elemental Lords.

“Unfortunately, Lord Tarnum,” said Reamus, “there are four of them and only one of you.”

“The Elemental Lords have an unprecedented command over their respective elements,” added another Wizard whose face I hardly recognized.

“That is true. Even when alone, each of them has power beyond imagination. And when they get together... I do not think we can beat them,” Reamus picked up.

“There has to be a way,” I said. The Ancestors wouldn’t have sent me to face them if it was impossible. “What we need is something they don’t have. I can stand toe-to-toe with them once I get control of all these Elementals, but what I need is a weapon they have no defense against.”

“We’ll work on it, Lord,” said Reamus.

## HARD TO BELIEVE

Barsolar and Reamus approached me last night, serious expressions on their faces.

“We have just come up with some theories that might point to the existence of a new type of Elemental—one that could help us battle the Elemental Lords,” Reamus said.

“That is, if it exists,” Barsolar added. “Explain.” He gestured for Reamus to begin.

“My years here on the Elemental Planes have given me plenty of opportunities to experiment with the unique nature of these realms. I have long wondered that if water, air, fire, and earth can be segregated such as this, then what keeps them together? What binds them, for instance, in our world?”

“What?” I asked.

“Magic,” Barsolar said.

I let them know I was skeptical. According to a Wizard, magic is the answer to every question.

“Yes,” Reamus continued, “I haven’t been able to prove it until I spoke with Barsolar about his experiments with the fire. We know the fire isn’t alive, yet it hears our thoughts and reacts to them. Perhaps that is how the Elemental Lords manipulate their world so easily—they are linked with the element itself. We think that magic, and perhaps even thought, are elements just like fire and water. If this is true, then there might be a Plane of Magic.”

“And Magic Elementals!” Barsolar added.

It all seemed far-fetched, but I gave the two Wizards permission to do whatever it takes to find out the truth.

Whatever Barsolar and Reamus are up to, they’re using all of my assistants as well as much of my resources. They’re building something similar to the magic portals we use to travel between the Elemental Planes. I just hope it doesn’t explode in their faces. Or worse.

## HARD BEGINNINGS

The experiment to find the Elemental Plane of Magic culminated last night as Barsolar and Reamus prepared to activate the device they had been building. Instead of ending in a bang, as I had feared, it was more like a whimper. No lightning, no fire, no nothing.

“Maybe we’re missing something,” Reamus said, stroking his beard.

“Maybe the Plane of Magic doesn’t exist,” I said. But I was wrong.

A moment later, where there had been nothing before, a tall figure in a black robe and red turban stood before us. As I approached, I immediately noticed the creature had no face. Just a swirling mass of sparkling lights. It remained still. If it had legs, it made no effort to step down from the portal Barsolar and Reamus had created.

“Greetings,” I said, “we’re...”

*“I KNOW. AND I KNOW WHY YOU HAVE CALLED ME HERE.”* I heard these words not with my ears, but inside my head. Somehow, I knew they came from this strange being. Before I could form my next question, I heard them again.

*“I AM A PSYCHIC ELEMENTAL. YES, I COME FROM THE PLANE OF MAGIC.”* My knees grew weak, as if I had been running all day. I leaned on my staff to avoid falling.

“It’s from the Plane of Magic,” Reamus said.

“It’s talking to me as well,” added Barsolar.

“This one is a Psychic Elemental, and there are Magic Elementals as well!”

*“I AM TALKING TO YOU ALL, JUST AS YOU ALL ARE TALKING TO ME.”*

I held up my hands and shouted, “Hold on! Everyone stop thinking!” To the Psychic Elemental, I said, “We need to talk.”

*“IN PRIVATE. YES, I KNOW.”*

“...”

*“VERY WELL, I WILL STOP ANSWERING YOUR QUESTIONS BEFORE YOU ASK THEM AND LET YOU SPEAK.”*





## CONFLUX CAMPAIGN—MASTERS OF THE ELEMENTS

# 4. MASTER OF THE ELEMENTS

### SCENARIO LENGTH

This scenario plays out over 14 rounds.

### PLAYER SETUP

**Faction:** Conflux

**Faction Hero:** Tarnum or any Conflux Hero

**Faction Army:** None

**Starting Resources:** 30 ×

**Town Buildings:** City Hall, Citadel, ★ Dwelling, ★ Dwelling, Mage Guild, Magic University

**Bonus:** Choose one of the following options:

- Add the following cards to your M&M deck: 2 × “Summon Elemental” Spell card, 2 × “Basic Magic” card. Choose any combination you want.
- **Search (4)** the Spell deck, 3 times.

### AI HERO SETUP

**Enemy Heroes:** The Lord of Air, the Lord of Earth, the Lord of Fire, the Lord of Water

**Enemy Armies:**

- **Lord of Air’s Army:** ★ Storm Elementals, ★ Archangels, 2 × ★ Azure Dragons
- **Lord of Earth’s Army:** A Pack of Troglodytes, a Pack of Black Dragons, a Pack of Manticores, ★ Crystal Dragons
- **Lord of Fire’s Army:** ★ Magma Elementals, ★ Phoenixes, ★ Diamond Golems
- **Lord of Water’s Army:** ★ Ice Elementals, ★ Enchanters, ★ Azure Dragons

**Enemy Deck:**

- **Lords’ Decks:** 4 × Magic card, 3 × Might card

**Enemy Spell Decks:**

- **Lord of Air’s Spell Deck:** 1 × “Lightning Bolt” Spell card, 1 × “Chain Lightning” Spell card

- **Lord of Earth’s Spell Deck:** 1 × “Stone Skin” Spell card, 1 × “Blind” Spell card
- **Lord of Fire’s Spell Deck:** 1 × “Fire Shield” Spell card, 1 × “Fireball” Spell card
- **Lord of Water’s Spell Deck:** 1 × “Weakness” Spell card, 1 × “Prayer” Spell card\*

\*Choose the ~~X~~ option when using this spell.

### MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

**1 × Starting Map tile (I):**

- 1 × Conflux (S8)

**2 × Far Map tile (II–III):**

- 2 × random tile from Castle (F3, F6, F9), Tower (#F1–#F3, #F7), Fortress (F13–F15), Rampart (F10–F12)

**4 × Elemental Near Map tile (IV–V):**

- 1 × random Elemental Fire tile (N14, N15)
- 1 × random Elemental Water tile (N16, N17)
- 1 × random Elemental Air tile (N18, N19)
- 1 × random Elemental Earth tile (N20, N21)

**NOTE:** Place 4 One-way Monolith tokens as shown in the map layout.

### HEROES PLACEMENT

Place your Conflux Hero on the Town field of the Conflux Starting tile. This tile is already discovered.

### ADDITIONAL RULES

During this “Conflux” campaign scenario, the following rules apply:

- Do not use the Astrologers Proclaim cards in this scenario.
- Do not resolve the regular effects of starting with a Mage Guild already built.

- When visited, the Monoliths transport your Hero to the Town.
- Whenever you defeat AI's Enemy Army, gain 2 .

## WIN/LOSE CONDITIONS

**Win:** You must win all Combats with Enemy Armies.

**Lose:** You fail the scenario if your Hero is defeated in any Combat, but you can still retreat from Combat with non-Azure tier Neutral Armies.

## TIMED EVENTS

When you reach the following rounds, follow the corresponding instructions:

### 1<sup>st</sup> Round:

- Read the "Finally Back Home" section below.
- Your Hero immediately gains one level of Experience—instead of normal **Search (2)** perform **Search (4)**.

### 3<sup>rd</sup> Round:

- Read the "Four Elementals" section below.

### 6<sup>th</sup> Round:

- Read the "Royal Reinforcements" section below.

### 9<sup>th</sup> Round:

- Read the "King Magnus's Arrival" section below.
- After you receive your income this round, lose 10 , then gain 3 .

### 14<sup>th</sup> Round:

- At the end of the round, you fail the scenario—all hope is lost, the world is destroyed.

**When your Hero enters the last non-Flagged and non-empty field of the Elemental Air tile:**

- If the field is guarded by a Neutral Army, ignore the regular Combat.
- Start Combat with the **Lord of Air's Army**.
- The Hero gains 2 Movement Points.

**When your Hero enters the last non-Flagged and non-empty field of the Elemental Earth tile:**

- If the field is guarded by a Neutral Army, ignore the regular Combat.
- Start Combat with the **Lord of Earth's Army**.
- The Hero gains 2 Movement Points.

**When your Hero enters the last non-Flagged and non-empty field of the Elemental Fire tile:**

- If the field is guarded by a Neutral Army, ignore the regular Combat.
- Start Combat with the **Lord of Fire's Army**.
- The Hero gains 2 Movement Points.

**When your Hero enters the last non-Flagged and non-empty field of the Elemental Water tile:**

- If the field is guarded by a Neutral Army, ignore the regular Combat.
- Start Combat with the **Lord of Water's Army**.
- The Hero gains 2 Movement Points.

**When you complete the scenario:**

- Read the "The Secrets of the Conflux" section below.



**Elemental Air  
Map Tile**

**Elemental Fire  
Map Tile**

**One-way  
Monolith**

**One-way  
Monolith**



**Elemental Earth  
Map Tile**

**Elemental Water  
Map Tile**

# THE STORY

## FINALLY BACK HOME

The trip back home took longer than one would expect... but that is a story for another time. We've finally reached our plane of existence, and I couldn't be happier.

I ordered my people to prepare a table outside so I could have breakfast with the assistants. Then, I sat there enjoying the sun, grass, wind... the purity of the Elemental Planes is a sharp contrast to home. For the first time, I realized there were no smells in the Elemental Planes. Here, the air carries a scent with it—flowers, rain, rotting leaves, mud. It's all so... real. Even the Wizards seemed to be in spirits higher than usual as they brought me reports of what they discovered. Pretty quickly, one of the mages managed to figure out how long we were gone from this world.

"Thirty years!?" I shouted when one of them gave his rough estimation. "So much can change in thirty years..."

"But our mission has not changed. We must still stop the Elemental Lords. If we don't defeat them, all that we have lost will be for naught," commented Barsolar, raising his jam-covered butter knife in the air.

"King Magnus might have perished while we were gone," I realized suddenly, then turned to Ponific. "Set out for Bracada immediately."

"Now?" asked Ponific.

"Yes, right now. Go." I rushed him, seeing his reluctance. We needed to know our situation if we were to continue. With a sizable force of his own to protect him, Ponific shouldn't have any trouble getting through enemy lines.

Several Pixies flitted through the air over the camp, giggling and shrieking as they played some childish game. One of them dropped low to avoid being tagged by one of the others, and the Pixie's foot knocked over my bowl of oatmeal.

"Blasted Pixies!" I yelled after them. I stood, scraping heavy globs of my morning meal from my robe. "Find somewhere else to play or, by the Ancestors, I'm going to blow off your wings with a lightning bolt!" The Pixies fled, giggling even more.

Seeing that I won't be able to get it off my clothes that easily, I excused myself and set off to my tent. Which meant that I was now walking together with Ponific whom I just sent away a moment ago. The instant I saw his gloating smile, I wanted to slap him.

"What is it?" I barked.

"My, you have changed since you first took command.

Your beard is neatly trimmed, and I heard you took a bath this morning. Now, you're fussing over a dirty robe!"

I stared at myself, realizing to my shame that Ponific was right. I had become one of them. I was a Wizard! If not for my size, a stranger would never suspect that I used to be a Barbarian. I tore off the stained robe and threw it at the Golem Master.

"Do something useful and have that cleaned!" I snapped.

Ponific laughed as he continued on his way, too pleased with his victory to be insulted.

## FOUR ELEMENTALS

The day I arrived, I sent Magic Elementals out to explore the land and locate my enemy.

Today, they returned and brought some interesting news.

"The Fire Lord has raised huge volcanoes," started the first one, who came back from the northeast.

"He flooded the land with lava. His Fiery Fields spread daily, consuming everything in their path."

"Meanwhile, the Lord of Air occupies the northwest," picked up the next one. "Every day he is busy spreading his Magic Clouds throughout the land. It might seem harmless, and you can even walk on them... but this world is rejecting his element. Ground is slowly losing its form and will soon disappear for good."

"In the humid lands to the southwest," joined in a third Magic Elemental scout, "is the Lord of Water. The ground is swampy there. Rivers and lakes overflow and become Lucid Pools. Before long, he will have full command of that region."

I nodded to the report and turned to the last Magic Elemental scout who came from the southeast, where he had found the Lord of Earth.

"Lord Tarnum, the land under Earth's control is crumbling and drying up. The rivers have run dry. Only a few lakes remain, as a sign that the Lord of Earth hasn't completely gained control of the land. But earthquakes shake the ground daily. Of course, this is not unexpected news."

"Yes," I agreed.

"But I have even more bad news," continued the Magic Elemental.

"What?"

"The Elemental Lords have indeed become allies. They share resources and information, and even troops. Each Elemental Lord can summon all four types of Elementals, so you can expect them to have massive armies!"

"And all of them will be concentrating their attacks on me alone. Great!"

## ROYAL REINFORCEMENTS

An Air Elemental scout rushed to me and warned that there was an army camped ahead. I ordered a halt and sent a messenger to propose a parley, to which its commander agreed. When I arrived at the edge of their camp I was met by a haughty young Wizard on a white horse.

“Are you really Lord Tarnum?” the Wizard asked.

“Yes, and who are you?”

“I represent Gavin Magnus, the King of Bracada!”

He exclaimed to my surprise. Then he handed me a letter. “Here, this will explain everything. The troops I have with me are for you, reinforcements for your battle against the Elemental Lords. They are yours to do with as you wish. King Magnus also sends you his luck in the battles ahead.”

The letter from King Magnus read:

*Tarnum,*

*Amazing! After all these years, for you to return alive is simply amazing. I have heard some of what you have experienced while in the Elemental Planes from the man you sent to me, but I hunger for more information. I know your hands are still busy with the Elemental Lords. Unfortunately, we've had some trouble in the decades since your absence and don't have much to offer right now. The troops I am sending are all I can gather on such a short notice. I understand that you are unable to explain the mysteries of the Elemental Planes to me now in the middle of war. I wish I could sit down with you and talk for just a couple hours each night, I think I could learn much. But with a bit of luck, we will be able to meet soon.*

*Good luck, and looking forward to hearing from you again.*

*Gavin Magnus*

*The King of Bracada*

I turned again to the Commander of the force.

“Tell him I thank him. He has perfect timing.”

Choose one of the following options  
(the second one requires the Tower Expansion):

- Add a Few Crusaders, a Few Zealots, and a Few Champions to your army.
- Add a Few Genies, a Few Magi, and a Few Nagas to your army.

## KING MAGNUS'S ARRIVAL

Before the first rays of the sun hit our camp, we had unexpected visitors. Gavin Magnus arrived on a black charger, his robes billowing behind him. With him came almost a hundred people. Not a single fighter in the bunch. Now I have to support them and fight the war at the same time. But I noticed immediately that Gavin Magnus hasn't changed at all since I first saw him. I had been expecting an old man. Thirty years have passed, and this man didn't appear a day older!

Could there be some truth in the rumors that Gavin Magnus was immortal too? I've heard that he had cast a powerful spell on himself to become like that... I need to know more.

Later that day, I invited him to a private dinner, but neither of us enjoyed ourselves much.

The moment we sat down, Magnus said, “I first saw you long ago, shortly before you conquered Castle Steelhorn.”

Somehow, Magnus knew what my question was going to be. This man was immortal, and I wanted to know why.

“You're immortal,” I prompted him.

“Of course, but not in the same way as you,” Magnus said. “I first found out I was immortal when one of your Behemoths killed me. Imagine my surprise when I came back to life. I have spent much of my time ever since researching magic and the world around me,”

Magnus explained, while slowly chewing on the steak. He declined to eat what I offered and ordered his personal chef to prepare his meal separately. “Which is why I came here to learn about the Elemental Planes.”

“You said that was the first time you saw me,” I mentioned.

“Well, yes, I saw your rise as well as your death. Since then, I have heard stories about you, but nothing very substantial. I knew someday our paths would cross again, especially when I became the King of Bracada. I used to hate you, Tarnum, the Barbarian King, but time has a way of making you forget. Now, if you can manage to defeat these Elemental Lords, I will consider us even...” he paused, raised the glass of wine and gave me a wide smile. “Perhaps even brothers.”

Unfortunately, I had no interest in being this man's friend. He had a cold arrogance that was worse than anything Barsolar had ever been. He seemed inhuman.

I slumped into my chair, feeling all previous enthusiasm leaving me. “Have the rumors been true, did a spell change something in him? Or was it his mysterious immortality that made him this way,” I wondered.

“Did others perceive me that way? Have I, too, become less than human?”

## THE SECRETS OF THE CONFLUX

After winning the battle with the last Elemental Lord and caging them with my power, I organized a huge banquet to celebrate our victory. Barsolar drank well into the night and laughed at the silly way we treated each other. We would depart friends and promised to see each other again... although I knew I would not be able to keep that promise. I felt that as my mission was nearing its end, so was my time. Ancestors will surely hurl me into yet another challenge to punish me even more.

The next day, King Magnus decided to return. Unfortunately, Barsolar has been ordered to go with him. Before they left, however, I pulled Magnus aside into my tent.

"First, I want to recommend you give Barsolar the highest honors you can. He's a courageous man, one of the bravest you've got, and he deserves it. He and all the others deserve it for traipsing off to the Elemental Planes, forever leaving their loved ones behind."

King Magnus gave me a surprised look, but then he nodded.

"They will," he promised.

"Also, I'm turning over those troops that belong to you to Reamus. As for the Elementals, I'll be giving them their freedom and sending them back home to their realms."

"I see," Magnus said after a long pause. He clearly didn't seem pleased with this.

"And if you think Reamus or Barsolar can tell you how to get to the Elemental Planes, I've already talked with the Psychic Elementals. Once this is over, they are going to remove that information from the minds of those who've learned it," I said firmly.

Then, without saying anything to anyone, I walked away, leaving the king as he stood, surely wondering what he could do. But he knew better than anyone what kind of power I commanded at this moment. Because it was exactly what he wanted. He had been looking forward to gaining control over the Elementals and becoming a Master of the Elements himself. The power of the Elements was too great a temptation for the people of this world. I had already made a deal with the Magic Elementals to make the secrets of the Conflux disappear as well. Forever. Once the Elemental Lords were defeated, they would never be heard from again. Nor would there ever be another Master of the Elements.





# MAP LOCATIONS

## TOWN



Category: **Flaggable**

This is a player's starting field. If a player captures a Town, they gain a bonus depending on the scenario.

## SETTLEMENT



Category: **Flaggable**

When you **Flag** a Settlement, you may select your reward from a number of bonuses. If you capture a Settlement that has not been previously owned by any player, you gain an extra bonus (see page 25, "Settlements" in the Core Rulebook).

## ELEMENTAL CONFLUX



Category: **Visitable**

When you enter this location, for every Dwelling you have, draw from the corresponding Neutral Unit deck until you find an "Elementals" card. You can **Recruit** one of these units if you  its Recruitment cost. Shuffle the rest of the cards back into their decks.

## FAERIE RING



Category: **Visitable**

When you enter this location, **Remove** 1 card from your hand, then **Search (2)** the card's deck. You cannot **Remove** Statistic, Starting Ability, or Specialty cards this way.

## ONE-WAY MONOLITH



Category: **Revisitable**

When you enter this location, move your Hero to the corresponding Exit Monolith location. You **cannot** use the Exit Monolith to move back to the Entrance Monolith.



*One-way  
Monolith  
Entrance*



*One-way  
Monolith Exit*



*One-way  
Monolith  
Entrance*



*One-way  
Monolith Exit*



*One-way  
Monolith  
Entrance*



*One-way  
Monolith Exit*

## TWO-WAY MONOLITH



Category: **Revisitable**

When you enter this location, move your Hero to the corresponding Exit Monolith location. You **can** use the Exit Monolith to move back to the Entrance Monolith.



*Two-way  
Monolith  
Entrance/Exit*



*Two-way  
Monolith  
Entrance/Exit*



*Two-way  
Monolith  
Entrance/Exit*





**Rules design:** Kamil Białkowski, Jacek Karpowicz, Aleksander Kubiak, Jakub S. Olekszyk

**Solo mode rules design:** Aleksander Kubiak

**Tournament rules design:** Kamil Białkowski

**Technical Writing:** Hermanni Karpela

**Proofreading:** Derek Barry, Paul Becker, Eliška Boudová, Santiago Adrián Domínguez, Matthieu Emont, Szymon Ewertowski, Bruce Fletcher, Pauline Fuchs, Malte Kühle, Jaime de Marcos, Anna Skup, Michał Stárek, Piotr A. Wesołowski

**Graphic design and editing:** Anna Gut, Hubert Charczyński, Dawid Kopczyński, Patryk Kubiak, Przemysław Nawrocki, Natalia Rachowska

**Box cover and book cover art:** Viviane Tybusch Souza

**Artwork:** Tomasz Badalski, Yoann Boissonnet, János Brumár, Shen Fei, Marcin Jarkiewicz, Dave Ketch, Krzysztof Porchowski Jr., Tomasz Tworek, Viviane Tybusch Souza, Iana Vengerova, Bartosz Winkler

**Miniature sculpting:** Adrian Bukowski, Adrianna Dołowska, Aleksandra Lupa-Trendota, Paweł Kazub, Maciej Powarunas, Konrad Rogowski, Stefano Vecchi

**Project management:** Michał Hartliński, Jakub S. Olekszyk, Michał Tukan

**Marketing:** Wiktoria Budnik, Szymon Ewertowski, Kamil Grochowski

**Chief Operating Officer:** Michał Pawlaczyk

**Chief Executive Officer:** Jarosław Ewertowski

**Heroes of Might & Magic IP team (Ubisoft):**

Eric Damian-Vernet – Brand Director  
Theo Gallego – Senior Game Designer  
Vicky Malineau – Narrative Director

**Special Thanks:**

Jean-Felix Monin – Creative Director (Ubisoft)  
Jon Van Caneghem and New World Computing – the original creators of Heroes of Might & Magic

**Gametesting and consulting:**

Artur Adamski, Sławomir Aftarczuk, Piotr Andrzejewski, Maciej Barczyk, Derek Barry, Filip Bęben, Marijn Bierhof, Edyta Borkowska, Michał Borkowski, Konrad Boryczka, Maxime Bouchard, Alex Brown, Adam Burdykiewicz, Marcel Cwertetschka-Mattasits, Jarosław Czerwiec, Sławomir Czuba, Kamila Faber, Aleksandra Frąckowiak, Piotr Gapiński, Iwona “Ivicia” Gawrońska, Nina Gerling, Izabella Gładysiak, Kuba Iwaszko, Anna Jabczyńska Adamska, Kaja Jastrzębska, Patrycja

Jaszewska, Kacper Jurczyński, Aleksandra Kajkowska, Filip Karpowicz, Artur Kasprzyk, Marcin Kawczyński, Piotr Kierzkowski, Darek “KIRA” Kloskowski, Kamil Kluba, Joanna Kmieć, Marcin Kmieć, Lustyk Kostek, Julia Kostka, Katarzyna Kotas, Zuzanna Kotlarek, Theofilos Koutroubis, Kacper Koziół, Adrian Krasicki, Łukasz Krogulec, Grzegorz Kuryłowicz, Dawid Kuźniacki, Robert Kałek, Paweł Kwiecień, Karol “Hadesto” Lach, Peer Lagerpusch, Konstantinos Lekkas and Dracon Rules Design, Emilia Lewandowska, Ziemowit Lewandowski, Tomasz Małyżska, Robert Mankowski, Marcin Marena, Philip Middleton, Maciej Miga, Anna Młyńska, Cezary Młyński, Sławomir Mocha, Adam Mrowiec, Michał Musiał, Kajetan Najda, Robert Nieroda, Aleksander Nowacki, Aleksandra Olejniczak, Mateusz Olejniczak, Kacper Olekszyk, Kamil Orłow, Szymon Pach, Adam Pankau, Bartosz Perzyński, Paweł Piekarski, Jan Pietras, Rafał Polakowski, Konstantinos Poupouridis, Marcin Półbrat, Dominik Radkiewicz, Marcin Radomski, Jamie Rowley, Tomasz “Student” Rudnik, Cyprian Sala, Krystian Skrzyszewski, Adam Smuda, Grzegorz Sowa, Justyna Stawowska, Krzysztof Szych, Jan Tomczak, Michał Tomczak, Szymon Tomczak, Bartosz Tafelski, Rafał Tomczyk, Karol M. Toporowicz, Oktawian Toško, Maciej Urbaniak, Sara Urbańczyk, Milan Varga, Adam Witek, Paweł Wojciechowski, Witold Wojcieszak, Arkadiusz Zawieja, Karol Zawieja, Adam Zielke

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**Lore consulting:** Mateusz Bąk, Rafał “Dark Dragon” Mońka (Acid Cave), Mateusz “Hellburn” Jarosz (Jaskinia Behemota)

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