



SHARDS
OF
INFINITY

SHADOW OF SALVATION

BATTLE BOOK

Ultra•**PRO**[®]
ENTERTAINMENT

STONEBLADE
ENTERTAINMENT



Read this at the start of your adventure.

You are a Shard Master—a leader among the descendants of humanity, bound to a shard that grants you unimaginable power.

For weeks you've been plagued with visions of an impossibly tall crystalline formation at the center of a vast desert.

You follow the visions until you find yourself standing before the towering red shard. There's a jagged fissure running down the side—the entrance to a cavern.

You enter and walk through a maze of shimmering tunnels into a red chamber. The other Shard Masters enter from different paths almost simultaneously. You prepare for battle, but suddenly there's a flash of red light, and a figure bursts into existence.

A teenager, clad in red robes with dark skin and golden eyes, appears. **"I'm Rez,"** the boy announces. **"And I'm from the future."**

You and the other Shard Masters trade looks of confusion and disbelief. In this shard-warped land where miracles are commonplace, the existence of a time-traveler is still hard to believe.

The boy stares back with a mischievous smile. **"You probably don't believe me,"** he says. **"But you will."** His eyes flash and your mind shatters into visions of monsters, destruction, violence—an end to all things. As the images fade, Rez explains that he's seen the world

destroyed many times over. When he dies, his shard—a massive crimson sword—sends him back to this place.

You ask why he brought you all here.

“You’ve been waging your war for the shards so long that you can’t see all the new threats springing up around you,” Rez says. **“You’ve made powerful enemies and you won’t be able to stop them alone. To save the world, you’ll have to work together.”**

You look to the other Masters. They’re hesitant, worried, wondering if this is some treacherous scheme by this shard-wielding stranger. You have your doubts, but the visions were convincing. You make a decision and announce that you’ll help. One by one, the other Masters nod in agreement.

“Awesome,” Rez says. **“Because the clock is ticking and we have a choice to make.”**

YOU DON'T HAVE TIME TO STOP THEM BOTH: *WHO WILL YOU FIGHT?*



Moc Sai

Page 6

Moc Sai is a heretical monk who left The Order years before Tetra came to power. He inhabits the Cloud Temple, where his followers serve as conduits for his quest for datic knowledge. The discovery he'll make will topple The Order and lead the world toward disaster.

OR

Vox Omega

Page 7

Vox is the leader of Talos, a band of slavers in the Glass Desert. The faction has been growing without notice for years. Their rise to power begins today, when they attack a Homodeus science facility and capture its engineers. The weapons Vox forces them to develop will ultimately bring an end to the world.

READ THIS IF YOU CHOOSE TO FIGHT MOC SAI

Rez leads you toward a frozen mountain range. You climb to the peak and find yourselves standing outside the gate of a temple. This is a place where tattered prayer flags hang intertwined with fiber optic cables and bitterly cold winds serve as a coolant for hallowed servers. The Order's transhuman architecture is epitomized in this place: the Cloud Temple.

“Moc Sai was a heretic of The Order long before Tetra,” Rez explains. **“He and his followers are an insular sect. This temple, these devotees, all this processing power – it serves him, and him alone. They sacrifice their minds and body to his journey into the datic plane.”**

You look around. Monks line the temple. Plugged-in and flickering, they sit in silent meditation as they process countless iterations of the divine.

A golden lotus blossom blooms from the center of a domed ceiling. The flower has thin wires that curl downward and attach to an ancient monk who sits cross-legged directly beneath. His body is a neat patchwork of metal plates and ports. Vibrant electromesh robes are draped over his thin figure. This is Moc Sai.

His eyes open. **“You should not have come,”** Moc Sai says. **“This pause in my meditation will cost you dearly.”**

Turn to Page 8...

READ THIS IF YOU CHOOSE TO FIGHT VOX OMEGA

You follow Rez into the Glass Desert. In every direction, the sand glitters like a sea of diamonds. Though it's mostly barren, the place has a strange quality to it.

Reality shimmers like a mirage. Fields of grass, mounds of snow, and mountains of rock spontaneously appear and disappear. Glimmering in the distance, soldiers masked in suits of power armor lead a column of chained captives in a steady march.

Rez motions for silence. **“For decades, the Talos have raided local communities, killing those who resisted, and enslaving the rest.”**

Rez points to a group of captives, separated from the rest, and more heavily guarded. **“Those are the Homodeus engineers,”** he says. Then he directs his attention at a soldier standing at the head of the mass. He's bigger than the others, and fully covered in power armor. The symbol for Omega is etched into his helmet. **“That's Vox,”** Rez tells you. **“If we can take him out now, he won't get a chance to force them to design the weapons he needs for his war.”**

Turn to Page 10...




50

Moc Sai

Factions:  

Planar Instability

At the start of Moc Sai's turn, deal  to all players and enemy Champions for each Rift in play, then discard all Rifts.

Corrupting Code Strike

 5

Ongoing: Planar Instability deals  10 instead.

Dual Rift Style

 15

Ongoing: Each turn, the Team Leader is dealt an additional Fate card.

Master of the Datic Spirit

 30

Ongoing: Unstable Rifts may no longer be discarded.

If your group is **victorious** in defeating Moc Sai, turn to **Page 12...**

If your group was **defeated**, turn to **Page 30...**




50

Vox Omega


Factions:  

Detonate

At the start of Vox Omega's turn, all Traps in front of players **DETONATE**. Deal  to those players, then discard all Traps.

Spider Mines

5

Banish all cards in the Center Row with cost  or less.


Replication Cores

15

Ongoing: Detonate no longer discards Traps.


Homing Shrapnel

20

Ongoing: At the end of Vox's turn, deal  to each player with a Trap.

Shard Mines

30

Ongoing: Traps deal  instead.

If your group is **victorious** in defeating Vox Omega, turn to Page 12...

If your group was **defeated**, turn to Page 30...

READ THIS AFTER YOU DEFEAT MOC SAI OR VOX OMEGA

Your foe collapses, destroyed by the combined might of the Shard Masters, then Rez begins to speak: **“Gather any allies you can from this place and then let’s keep moving. We don’t have much time. The giant called Dominatus is moving toward the northernmost Wraethe outpost and Crimson Thorn’s forest will soon intrude on the Undergrowth’s domain. We can only stop one of them. We must choose our path wisely.”**

Save Allies

Shuffle and place six face up Saved cards on the table. Each player chooses one of these cards and adds it to their deck permanently. When removing cards from your deck at the end of a game, keep these gray-bordered cards with your starting cards. Return any cards that weren’t selected to the Saved deck.

WHO WILL YOU BATTLE NEXT?



Dominatus

Page 14

Dominatus is a mech created by a mad Homodeus engineer from the bodies and debris of a long dead city. Until recently, Dominatus was dormant, but now the giant is awake and heading south. Soon it will attack a large Wraethe outpost. If it absorbs their power, it will become unstoppable. We have to eliminate Dominatus before that happens.

OR



Crimson Thorn

Page 15

Crimson Thorn was human once, until a shard consumed her mind and body. Now, she inhabits a domain of her own creation, a jungle of carnivorous plants. Any creature with blood pumping through its veins is food for the ever-expanding forest.

READ THIS IF YOU CHOOSE TO FIGHT DOMINATUS

You're trudging through a devastated tundra, pockmarked and scorched, following a trail of gigantic footsteps left by Dominatus.

The ice-cold touch of death is everywhere in the frozen north. Mile after mile, you walk past the shredded corpses of Wraethe soldiers – warriors who fought back against the giant. Everywhere, the screams of the wounded mix with the groans of the dying. And then – **Boom... Boom...**

In the distance, on the other side of a hill, you see a huge head rise to brush the clouds.

“Dominatus,” Rez whispers, his hands tightly gripping the hilt of his sword. **Boom... Boom...**

The giant takes position on the hill. Dominatus' vast arms and legs are composed of steel and plastic woven together with sinew and muscle – a war god of meat, bone, and metal. **Boom... Boom...**

The giant charges toward you. Dismembered bodies, impaled on the metal tendrils that hang from its forearms, sway as the monster runs. It blocks out the sun as it closes in, blanketing you and your allies in shadow. Dominatus is upon you.

Turn to Page 16...

READ THIS IF YOU CHOOSE TO FIGHT CRIMSON THORN

You follow a path through a forest so dense that it blocks out the sun. Bioluminescent petals open and close all around you; they are the hungry eyes of the woods that watch as you intrude upon their realm. The path leads to a structure of iron and stone so tall that it touches the canopy of this towering forest.

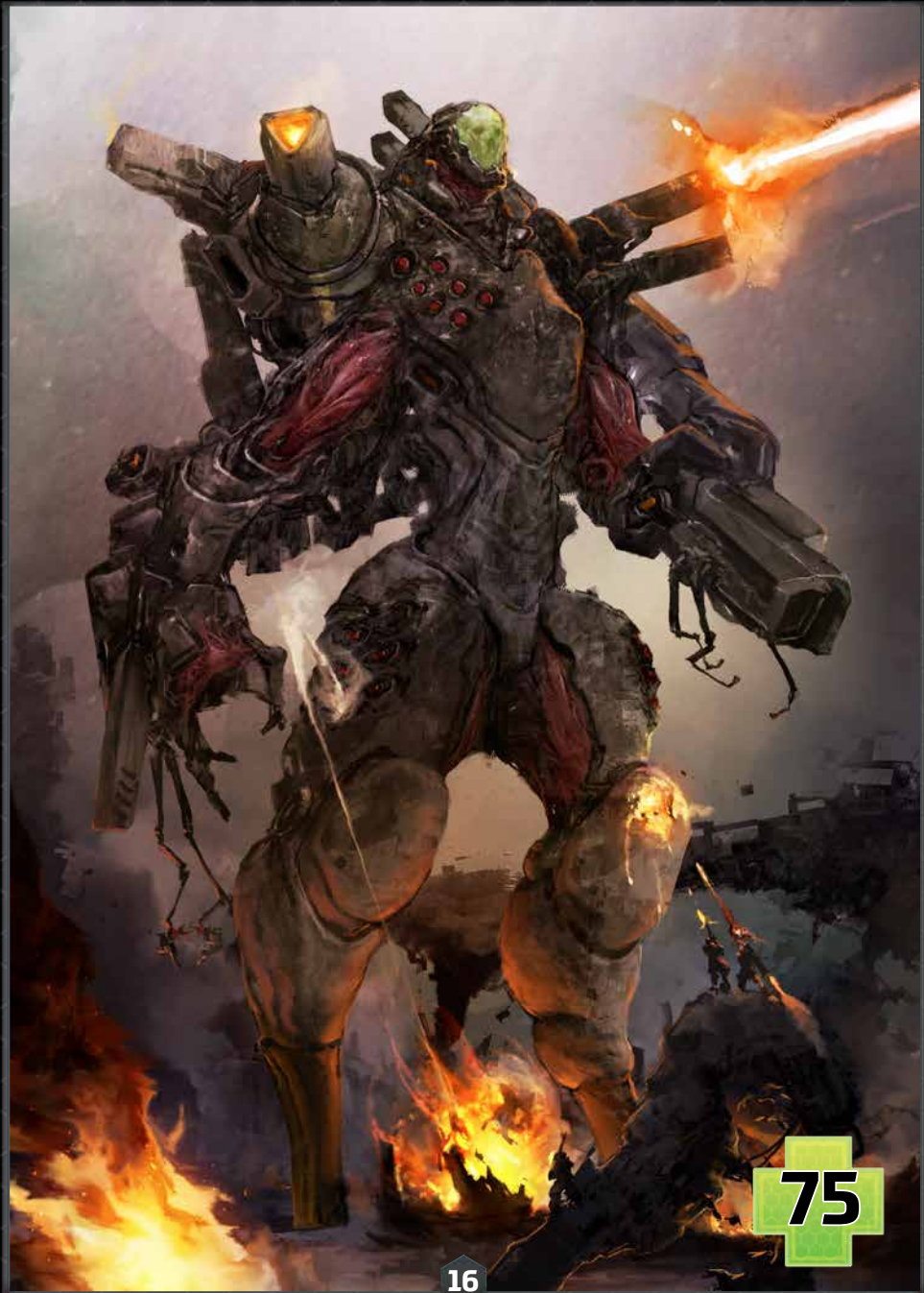
Ancient religious iconography shines down inside the cathedral. Glowing plants illuminate the stained glass windows with breathtaking fluorescent colors.

At the center, Crimson Thorn sits upon a wooden throne. Slender and tall, she stands as you approach. You can see the creature's scarlet claw, covered in jagged thorns, tipped with talons as long as daggers. **"The shard bearers have come to my realm,"** she says. **"Shall we join our shards together in this holy place and rule over these lands like the gods we are?"**

Rez readies his sword for a fight. **"Not a chance,"** he shouts.

The Crimson Thorn smashes her jagged fist onto the throne. The cathedral shakes. All around you, vines begin to slither, and trees start to croak, as the twisted life of the forest bends to its master's will.

Turn to Page 20...




75

Dominatus

Factions:  

Initiate Havoc Mode

When Dominatus reaches certain levels of  he enters Havoc Mode. Turn to **Page 19** when he does.

Havoc Mode Initiated

5

Enter Havoc Mode.

Havoc Mode Initiated

15

Enter Havoc Mode.

Havoc Mode Initiated

20

Enter Havoc Mode.

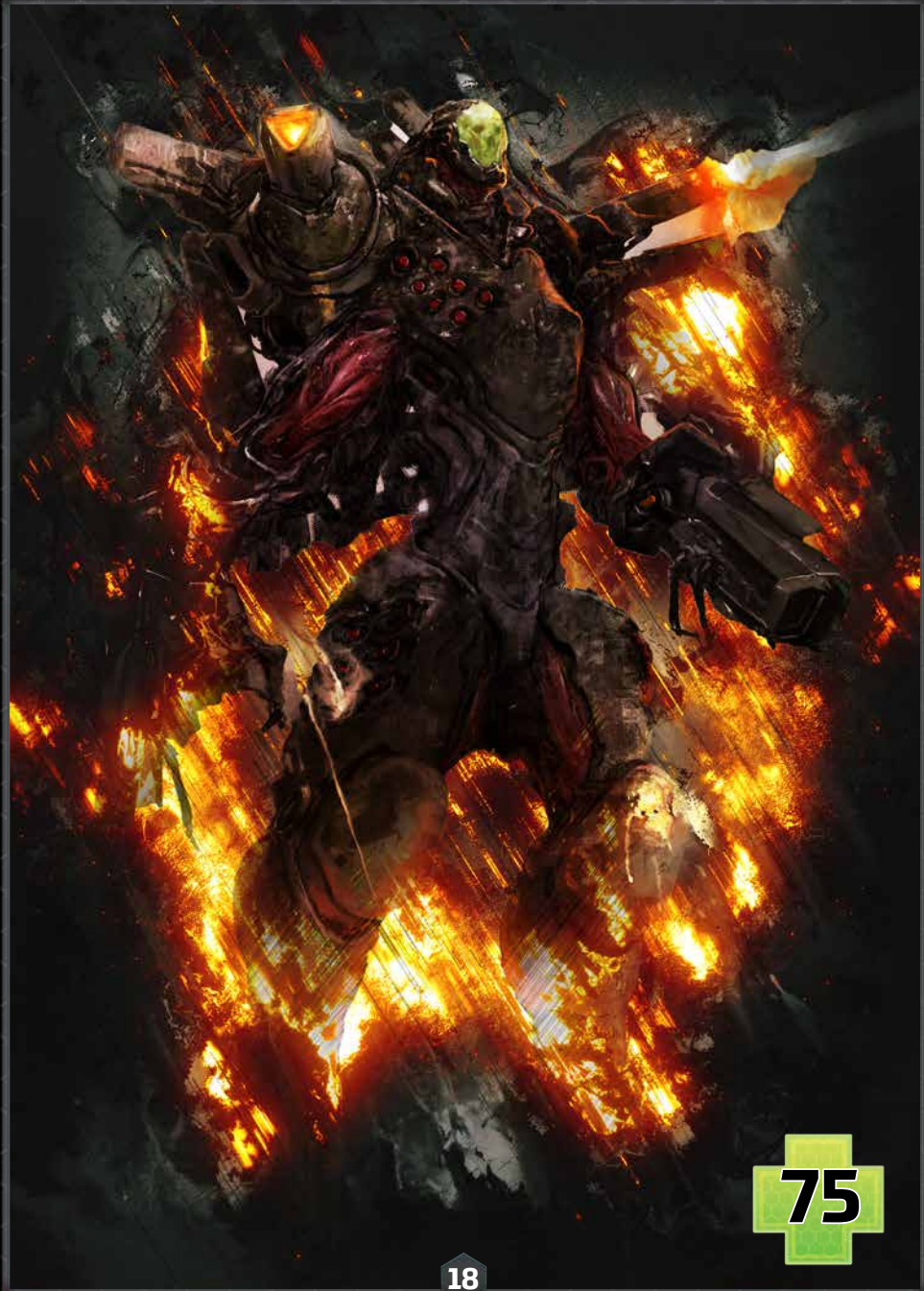
Havoc Mode Initiated

25

Enter Havoc Mode.

If your group is **victorious** in defeating Dominatus, turn to **Page 22...**

If your group was **defeated**, turn to **Page 30...**




75

Dominatus


Factions:  

Havoc Mode


At the end of Dominatus' turn, each player recruits the top card of the Center Deck and is dealt  5.

Return to **Page 17** when Dominatus is dealt  equal to or more than its current .


14

Banish all non-Item cards in players' discard piles. Deal  1 to each player for each of their cards banished.

19

Banish all non-Item cards in players' discard piles. Deal  3 to each player for each of their cards banished.


24

Banish all non-Item cards in players' discard piles. Deal  5 to each player for each of their cards banished.

25

Ongoing: Dominatus is always in Havoc Mode.

30

Banish all non-Item cards in players' discard piles. Deal  10 to each player for each of their cards banished.

If your group is **victorious** in defeating Dominatus, **turn to Page 22...**

If your group was **defeated**, **turn to Page 30...**



75

Crimson Thorn

Factions:



Poison Seeds

Put all Poison Seed Attack Cards in a face up pile. When a Poison Seed is banished, return it to this pile. Choose a player to begin the game with a Poison Seed in their discard pile.

Noxious Vines

5

Two players put a Poison Seed in their discard pile.

Corrosive Mutation

10

Ongoing: Poison Seeds deal  instead.


Radioactive Mutation

20

Ongoing: Poison Seeds deal  instead.

Genemarked Venom

30

Ongoing: Poison Seeds deal  instead.

If your group is **victorious** in defeating Crimson Thorn, turn to Page 22...

If your group was **unsuccessful**, turn to Page 30...

READ THIS AFTER YOU DEFEAT DOMINATUS OR CRIMSON THORN

You bring your enemy down. Blood pools around your feet. Something in the liquid catches your eye. Bits of metal begin to swirl around, coagulating into hundreds of tiny metallic flies. They dart out of the fluid and swarm around the air.

“No,” Rez shouts, and then swings his blade in a wild arc at the flies. **“You can’t be here!”**

The flies swarm you. They emit thin beams of light that ping off your body. You get the sense that they’re measuring you up, collecting data. Then, finished with their work, they buzz off into the sky.

“It’s Viria,” Rez says. **“She’s a version of Tetra from a doomed future. She must have figured out how to jump back in time when she killed me. We can’t let her gain a foothold here.”**

Save Allies

Shuffle and place six face up Saved cards on the table. Each player chooses one of these cards and adds it to their deck permanently. When removing cards from your deck at the end of a game, keep these gray-bordered cards with your starting cards. Return any cards that weren’t selected to the Saved deck.

HOW WILL YOU STOP VIRIA?



The Glitchmother Page 24

“We can use my sword to warp to Viria’s lair and take her by surprise, but this ability has dangerous repercussions,” Rez warns. **“Bending time and space to travel long distances might cause distortions in reality.”**

OR



Mind Hacker Page 25

“We can follow the nanoflies to Viria’s lair,” Rez tells you. **“She’ll know we’re coming, and how to fight us, but there won’t be any surprises.”**

READ THIS IF YOU CHOOSE TO FIGHT VIRIA, THE GLITCHMOTHER

Rez lifts his sword into the air. There's a flash of red light. Space and time begin to bend and spiral toward the blade. You feel a pull and—

You're standing in an impossible place, a bubble of swirling liquid nanotech. Lighting arcs from one indiscernible point to another. Staircases distend from the walls, leading you to a machine of breathtaking elegance—Viria.

The polished blue shards that line her body give life to a being of synthetic muscle and liquid metal flesh. She is the perfect biomechanical creature.

"I am in a world I do not know, and yet, it is familiar." Viria's voice is everywhere. **"The details are out of place."** She turns to look at you—her whole body flickers, a sudden glimpse at some other form, and then it's gone.

"Oh no," Rez mutters. **"She's glitching. We distorted something when we warped."**

Viria flickers again. **"Things are not how they should be. You are not where you should be."** Viria appears confused and then her graceful form is replaced by something far more threatening. She gazes at you through black predatory eyes, a familiar face of human skin stretched over a metal skull, her skeletal figure greedily clinging to cracked and jagged shards. **"You should be dead,"** she hisses, and her hands begin to radiate with power.

Turn to Page 26...

READ THIS IF YOU CHOOSE TO FIGHT VIRIA, MIND HACKER

You sprint after the nanoflies, until you break through the treeline and the ground ahead drops away into space. This is Argenti, a lake of liquid nanotech. It appears like mercury; the surface lies wholly motionless. Its metallic sheen perfectly reflects the moon and stars above. You watch as the flies melt away into the lake's metal surface.

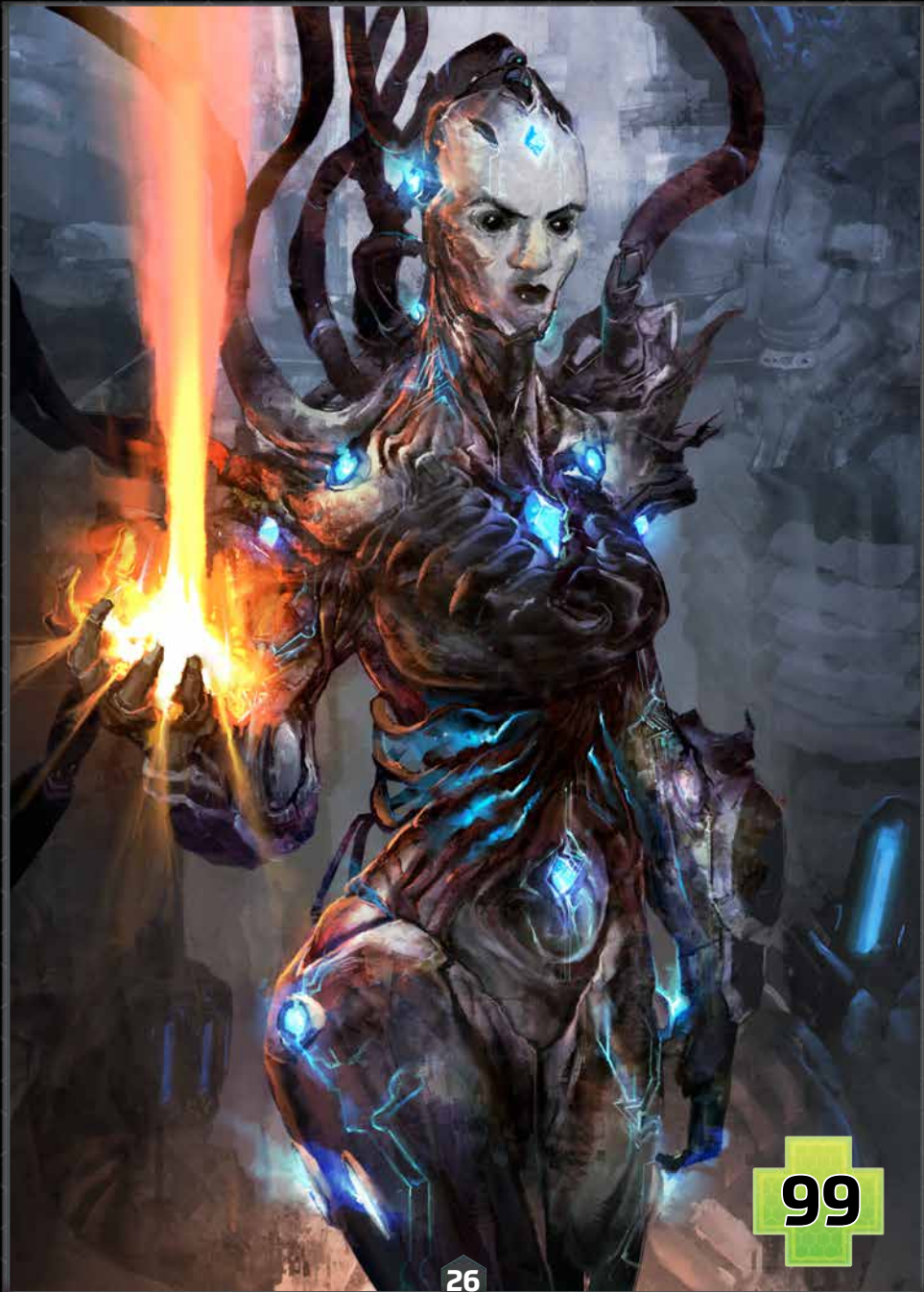
Without hesitation, Rez leaps into the liquid. You and the other Shard Masters follow. Beneath the surface, space opens up. In this place, twisting staircases spiral around impossible towers. Lines of energy streak through the air, blanketing the whole realm in a cobalt hue. From out of nowhere appears a machine of breathtaking elegance.

“Viria,” Rez mutters.

The polished blue shards that line her body give life to a being of synthetic muscle and liquid metal flesh. She is the perfect biomechanical creature.

“How human it is to believe that you can change the future by leaping into the past. What a blessing it must be to think in such a linear fashion.” Viria's voice is everywhere. **“This reality is a droplet of code in an ocean of information, and with your shards, I will control the tide.”** Cables slide out from her body, slithering in the air like hungry vipers. **“Step forward Shard Masters, so I may tear them from your flesh.”**

Turn to Page 28...



99

Viria

The Glitchmother

Factions:  

At the start of the battle, deal out the Center Row face down.

Reality Glitch

Face down cards cost **3** to acquire and may not be Fast-Played.

Rapid Glitch

5

Deal **2** to each enemy player and Champion for each face down card.

False Memories

15

Banish all face up cards in the Center Row and replace them with face down cards.

Unstable Matter

20

Deal **20** to each enemy player and Champion if there are any face down cards.

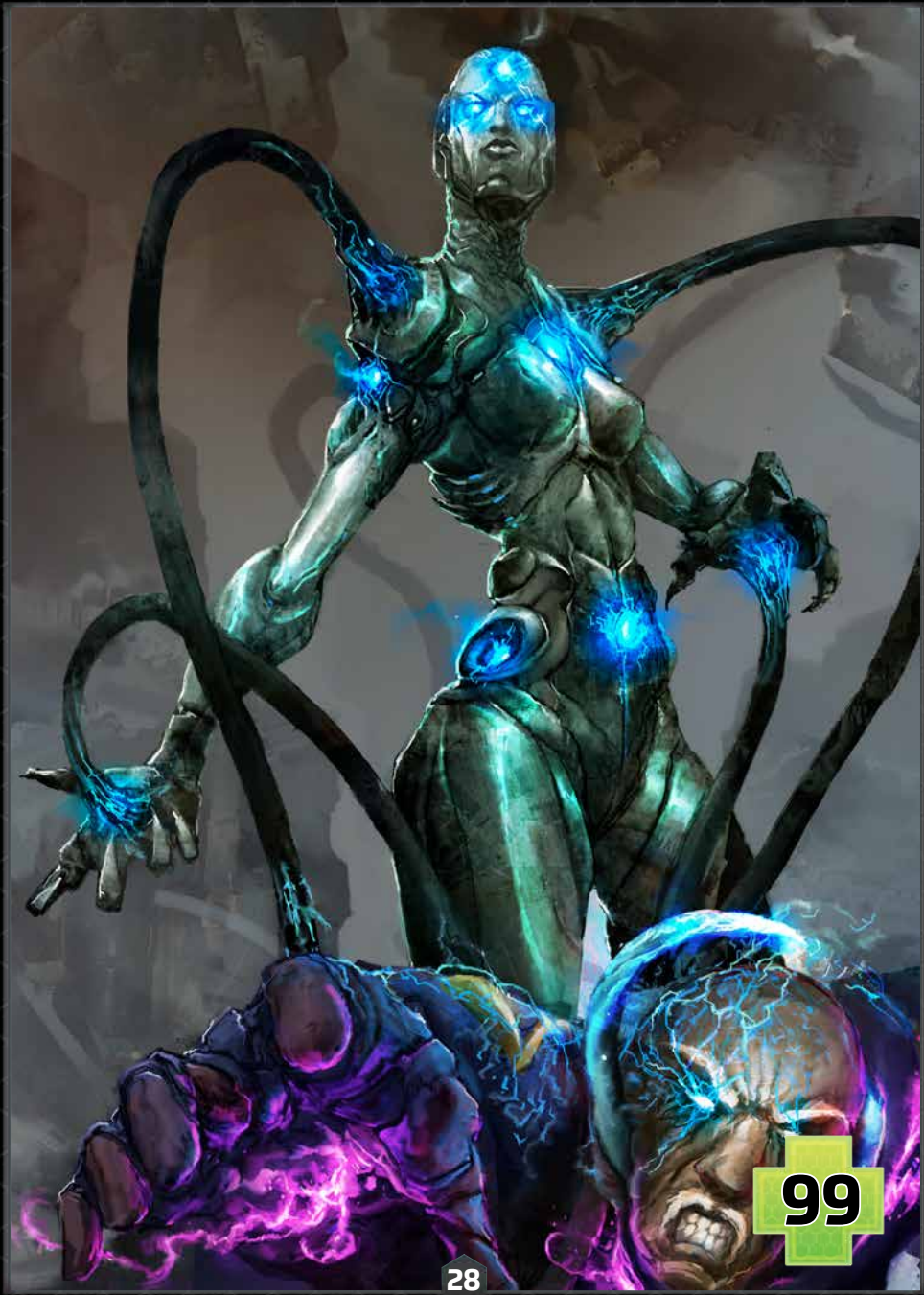
Shattered Reality

30

Ongoing: Cards enter the Center Row face down.

If your group is **victorious** in defeating Viria, **turn to Page 31...**

If your group was **unsuccessful**, **turn to Page 30...**



99

Viria

Mind Hacker

Factions:  


At the start of the battle, each player gains a Hack token. Hack tokens may only be removed by using the Scramble ability below.

Scramble

At the start of the players' turn (before playing cards), players may choose to shuffle all hands together and deal out four cards to each player at random. Banish the remaining cards. Remove all Hack tokens from all players.

Nanotendril Strike

5

Deal  2 to each player for each Hack token they have.


Sensory Assault

15

Ongoing: When players Scramble, instead deal out three cards to each player randomly, then banish the rest.


Nano Infection

20

Each player gains a Hack token. Players take  5 for each of their Hack tokens.

Death by Nanites

30

Deal  ∞ to each player with a Hack token.

If your group is **victorious** in defeating Viria, **turn to Page 31...**

If your group was **defeated**, **turn to Page 30...**

READ THIS IF YOU ARE DEFEATED BY ANY VILLAIN

Looking around, you can see that your allies have fallen, are falling, will fall. Rez is on his knees gripping the hilt of his sword, trying to stand. His eyes flash gold and the sword shatters. A sphere of black liquid hovers in space.

Rez looks back at you. His eyes flash. You feel a pull. The sphere bursts; waves of dark energy ripple outward. The black substance begins to rotate, whirlpooling, dragging space and time toward the center. There's a moment of intense pain, and suddenly, you're back in the crystal cave – maybe you can still save the day.

Save Allies

Shuffle and place six face up Saved cards on the table. Each player chooses one of these cards and adds it to their deck permanently. When removing cards from your deck at the end of a game, keep these gray-bordered cards with your starting cards. Return any cards that weren't selected to the Saved deck.

If you were fighting Moc Sai or Vox Omega, go to Page 5...

If you were fighting Dominatus or Crimson Thorn, go to Page 13...

If you were fighting Viria, go to Page 23...

READ THIS IF YOU DEFEAT VIRIA

As Viria dies, her lair begins to warp and then melt away. The nanotech that makes up this impossible place begin to quickly die off.

Rez stabs his sword into the ground. **“We did it!”** he yells. **“We stopped her. We stopped them all. I can’t believe it.”** His golden eyes are wet with tears. **“You can’t possibly know the horrors you’ve undone,”** he says. **“Thank you.”**

The boy is optimistic, but you and the other masters are not so naive. The world is free of these new threats, but the old ones, the ones standing by your side, are still alive.

The choice is yours: Will you continue the war for the shards and ultimate power or learn to work together and use the shards for a greater, more peaceful future?

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