SHARDS OF INFINITY

RETURN TO VOIDSPIRE

FAN MADE EXPANSION - RULES

INTRODUCTION

A solo rogue-lite expansion for Shards of Infinity. Spend your Mastery to gain upgrades as you climb the Voidspire. Slay shadow champions and Ingeminex along the way before ultimately conquering the void itself. Overlapping and intersecting realities mean that every time you Return to Voidspire, it will never be the same.

Voidspire grew almost instantly from nothing to seemingly impossible heights after a buried infinity shard reacted with a burst of inter-dimensional energy. Crystalline structures burst from the Earth's crust, simultaneously expanding outwards and growing ever more complex fractal patterns within. The summit of the spire glows with the promise of an unknown power, a prize for any Shard Master willing to risk everything to conquer the void.

Twisted shadow champions and corrupted Shard Masters from an alternate dimension inhabit the spire. Bitter and spiteful at their inability to claim the spire's gift, the Ingeminex are filled with jealous hatred and will stop at nothing to destroy any who dare to venture into the chaotic domain of Voidspire.

AIM OF THE GAME

Your aim is to scale the spire, battling through a series of randomised events, culminating in an epic finale atop Voidspire Summit.

If an attempt ends in failure, you will begin again at the base of the spire with 50 Health and 0 Mastery, resetting your starting deck, with the addition of any saved cards you had acquired.

Once you manage to defeat all the enemies at Voidspire Summit, they have successfully conquered the spire and won the game. You now have the option to play competitive games as a unique 'Voidwalker' Shard Master (refer to 'Meta Game - Voidwalkers' section of this rulebook).

SETUP DIAGRAM
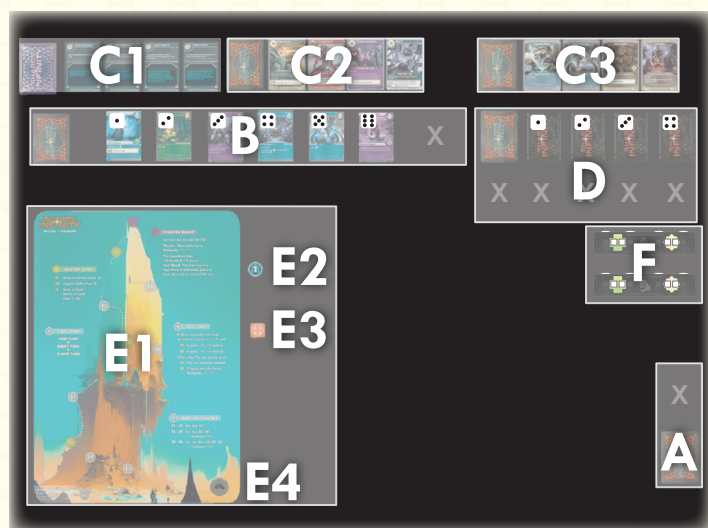
SETUP

In order to play Return to Voidspire, you will need all content from the Shards of Infinity base game, as well as all content from each Shards of Infinity expansion. Promo cards are also compatible with this expansion. In addition, you will need:

- 1x Player Token (such as a coin, miniature, etc.)
- 1x Six-Sided Die (D6) - 2 extra D6 will be handy if available
- 1x Voidspire Map (final page of this rulebook)

A - At the start of the game choose a Shard Master to play and then create your starting deck of containing; 7 Crystals, 1 Blaster, 1 Shard Reactor 1 Infinity Shard and 1 additional card based on your chosen Shard Master:

Decima	Limiter Drones
Ko Syn Wu	Pall Shades
Tetra	Cloud Oracles
Volos	Arach Devotees
Rez	Dash
Chroma	Choose from any of the options above

B - Set aside the 6 ingeminex cards, then shuffle all remaining black-bordered cards with the standard Shards of Infinity card back to form the Center Deck. Reveal the top six cards of the Center Deck and place them face up to form the Center Row with space at the end of the row for banished cards.

C - Shuffle the Destiny, Relic, and Saved cards separately to form a deck for each. Reveal the top four cards of each of these decks and place them face up to form the Destiny (C1), Relic (C2), and Saved Card (C3) rows respectively.

D - Shuffle the 6 Ingeminex cards and place them face down to begin the row of enemy decks. Then, organise each of the Shadow Champions into 4 separate decks based on their faction symbols. Shuffle each of these decks and place them face down beside the Ingeminex deck to complete the row for a total of 5 face-down enemy decks, with space below each for discarded enemies.

E - Place the Voidspire Map (E1) on the table with your Player Token on the starting space (E4), along with the Hack Tokens (E2) and Six-Sided Die (E3) nearby.

F - Take a Health & Mastery tracker for yourself and set aside a second Health & Mastery tracker for Voidspire.
- You begin the game at 50 Health and 0 Mastery
- Voidspire does not use Health and starts at 0 Mastery

HOW TO PLAY

A game of Return to Voidspire consists of a series of randomized Events. Before the first turn of the game, or after an Event has been completed, move your Player Token to the next space on the Voidspire Map. Each space on the map represents one of 3 Event types. From left to right, Event types are; Enemy Encounter, Voidspire Summit, and Mastery Gates.

After moving your Player Token, resolve the indicated type of Event as detailed in the following sections.

EVENT TYPE: ENEMY ENCOUNTERS

Enemy Encounters represent battles between your Shard Master and the twisted Shadow Champions of Voidspire. Each battle must be won before you can advance to the Event space.

Enemy Encounter Setup:

Roll the die and immediately banish the card in the centre row, in the position indicated by the die result (refer to setup diagram).

Determine Shadow Champion 'Faction **A**' by rolling the 6-sided die. Re-roll any results of five or six. Die results of one to four correspond to the shadow champion decks as shown below.

Repeat this process to determine Shadow Champion 'Faction **B**'. 'Faction **B**' may be the same as 'Faction **A**'.

After determining which factions are taking part in battle, reveal cards from the top of those faction decks and place them next to each other, left to right, face-up or face-down as indicated in the table below:

ENCOUNTER	ENEMY LAYOUT	EVENT COMPLETION
E1 & E2	A 𝔸 B	-
E3 & E4	A A B B	Voidspire: +2 Mastery
E5 & E6	A A B 𝔸 B B	Voidspire: +2 Mastery

Legend:
A / 𝔸 = Faction **A** card (face-up/face-down)
B / 𝔹 = Faction **B** card (face-up/face-down)

Note: Ambush effects are triggered either when a card is initially revealed face-up or when it is flipped face-up later.

Turns are then played in the following order and continue until the event is completed, or the player is defeated:

1. Void Turn - Complete one of the following based on the current conditions:
A. 1 or more face-down enemies:

• Flip the next enemy (from left to right) face-up.

• If Voidspire has 10 or more Mastery, flip 2 face-down enemies instead, if possible.

• If Voidspire has 20 or more Mastery, enemies flipped this have "**Ambush -** This enemy gains 1 Hack Token".

B. No face-down enemies and exactly one face-up enemy:

• The enemy gains 1 Hack Token (Representing +1 Power & +1 Health).

• If Voidspire has 10 or more Mastery, the enemy gains 2 Hack Tokens instead.

• If Voidspire has 20 or more Mastery, the enemy gains 4 Hack Tokens instead.

C. Otherwise, nothing happens during this phase (if there are no face-down enemies and 2 or more face-up enemies).

2. Enemy Turn
Each face up enemy in front of you attacks with any relevant text effects and deals damage to you, equal to it's power.

3. Player Turn
During Enemy Encounters, you will play your turn much in the same way as you would in a classic game of Shards of Infinity.

Gems are used to buy new Allies and Champions from the Center Row.

Power is used to deal damage to Enemies (Shadow Champions and Ingeminex).

Defeated Shadow Champions are placed in separate discard piles, corresponding to their faction. Undefeated enemies restore to full health at the end of the player turn.

When all enemies are defeated, the event is completed when you finish your turn.

EVENT TYPE: VOIDSPIRE SUMMIT

When players reach the Voidspire Summit, they enter a battle against a corrupted Shard Master (represented by an Ingeminex) supported by additional Shadow Champions.

Voidspire Summit Setup:

First, determine which factions of Shadow Champions will take part in the battle following the same rules uses for Enemy Encounters.

Then, reveal cards from the Shadow Champion and Ingeminx decks and place them in a row, left to right, face-up or face-down as shown below.

A A B 𝕀 𝔹 𝔸 A

𝕀 = face-down Ingeminex card

Shadow Champions in this event have:
"**Ambush -** This enemy gains 1 hack token"

The Ingeminex has:
10 Health & 10 Power
"**Last Stand** - The first time the Ingeminex is defeated, place it face-down as the right-most enemy in the encounter. The second time it is defeated, discard it."

Turns are then played out as in a standard enemy encounter (Void Turn > Enemy Turn > Player Turn).

When all enemies are defeated and discarded, the event is complete when you finish your turn. Upon completing the Voidspire Summit encounter, you win the game! Your Shard Master has conquered Voidspire and can now be counted among the Voidwalkers (refer to "Meta Game - Voidwalkers" section of this rulebook).

EVENT TYPE: MASTERY GATES

There are 3 Mastery Gates your Shard Master must pass through along their journey to Voidspire Summit. To complete the Event, your Shard Master must spend Mastery until their Mastery level is equal to or less than the current gate's Mastery Threshold (number on the icon).

When you reach a Mastery Gate, first increase Voidspire's Mastery level by 7. Players may then reduce their own Mastery level by either lowering it with no effect, or by spending Mastery to acquire various benefits:
-5 Mastery: Acquire a Destiny from the Destiny row (Max 2)
-10 Mastery: Acquire a Relic from the Relics row (Max 2)
-3 Mastery: Acquire a Saved Card
-3 Mastery: Banish a card from your hand or discard pile
-3 Mastery: Gain 5 Health

NEW AND MODIFIED RULES

Relics, Destinies & Saved Cards - Although Relics and Destinies are used, players do not gain them when they reach the respective Mastery level. You may only have a maximum of 2 Destinies in your play area and/or 2 Relics in your deck. Whenever a face up Relic, Destiny or Saved Card is acquired from one of their respective rows; immediately replenish the empty space in the row from the corresponding deck.

Sacrifice - Players may choose to banish allies and champions from the centre row by attacking them with power equal to the card's cost in gems. If a sacrificed card's cost in gems is 5 or higher, the player gains 1 Mastery.

Scout - Players may pay 3 gems to flip the next face-down Shadow Champion (not Ingeminex) face-up.

F.A.Q.

See below for clarification on certain cards that were not designed with Return to Voidspire in mind.

SHADOW CHAMPIONS

Custcutta Scourge
Draw the top card of the banished pile instead, if able.

Shard Spiders
Shard Spiders' Ambush ability can only cause you to discard a maximum of 2 cards.

Vector Fiend
When the boss would gain mastery, Voidspire gains that Mastery instead.

ALLIES & CHAMPIONS

Cloud Oracles
Voidspire counts as an enemy player.

Blitz, Shard Runner
When other players would draw a card, Voidspire *gains* 1 Mastery instead.
When other players would discard a card; Voidspire *loses* 1 Mastery instead.

Ghost Willow Avenger
When you would destroy all enemy champions; you may choose *one* Shadow Champion (not Ingeminex) to destoy instead.

Radian, Cloud Master
Radian, Cloud Master *can always* be attacked with Power by Shadow Champions and Ingeminex.

DESTINIES AND RELICS

Bound for Life
When all players would lose 4 Health; choose one Shadow Champion to lose 4 Health instead.

The Heart of Nothing
'Opponent' includes all Shadow Champion and Ingeminex enemies.

Slipstream Shard
When the card refers to 'Rez', refer to the card's owner instead.

META GAME - VOIDWALKERS

After successfully conquering Voidspire, players can create a Voidwalker variant for each Shard Master, to use in competitive games against other players who have created their own Voidwalkers. Voidwalkers are Shard Masters that choose unique relics, and a unique starting deck from cards acquired during a successful game of Return to Voidspire.

The first relic chosen must be one of those normally available to your Shard Master. The second relic is chosen from any that you acquired during the game (or from those available in the relic row if none were acquired during the game). An additional starting card is chosen from any saved cards acquired.

In addition to **Focus**, Voidwalker Shard Masters also have the following ability:

Reserve - Exhaust: Pay 1 gem to Reserve a card from your hand. *(Put a card from your hand face down on the table above your draw deck, perpendicular to the deck as a reminder. When you refill your hand at the end of your turn, draw the reserved card first.)*

Use the section in this rulebook to record the Voidwalkers you create. Voidwalkers are exalted Shard Masters and deserve a suitable title, such as; "TETRA, THE INEVITABLE TIDE" or "REZ, RESPLENDENT". If multiple attempts were required, the Voidwalker's title could reflect that; "CHROMA, THRICE SCORNED".

TETRA, _____

Relic 1: _____

Relic 2: _____

Starting Deck: Infinity Shard, Shard Reactor, 7x Crystal, Cloud Oracles & _____

Exhaust: Pay 1 gem to; gain 1 Mastery or Reserve a card.

DECIMA, _____

Relic 1: _____

Relic 2: _____

Starting Deck: Infinity Shard, Shard Reactor, 7x Crystal, Limiter Drones & _____

Exhaust: Pay 1 gem to; gain 1 Mastery or Reserve a card.

KO SYN WU, _____

Relic 1: _____

Relic 2: _____

Starting Deck: Infinity Shard, Shard Reactor, 7x Crystal, Pall Shades & _____

Exhaust: Pay 1 gem to; gain 1 Mastery or Reserve a card.

VOLOS, _____

Relic 1: _____

Relic 2: _____

Starting Deck: Infinity Shard, Shard Reactor, 7x Crystal, Arach Devotees & _____

Exhaust: Pay 1 gem to; gain 1 Mastery or Reserve a card.

REZ, _____

Relic 1: _____

Relic 2: _____

Starting Deck: Infinity Shard, Shard Reactor, 7x Crystal, Dash & _____

Exhaust: Pay 1 gem to; gain 1 Mastery or Reserve a card.

CHROMA, _____

Relic 1: _____

Relic 2: _____

Starting Deck: Infinity Shard, Shard Reactor, 7x Crystal, Random Starter & _____

Exhaust: Pay 1 gem to; gain 1 Mastery or Reserve a card.

SHARDS OF INFINIT
RETURN TO VOIDSPIRE

VOIDSPIRE SUMMIT

A A B I B A A

Shadow Champions have:
Ambush: +1/+1

The Ingeminex has:
10 Health & 10 Power
Last Stand - The first time the Ingeminex is defeated, place it face down at the end of the row

ENEMY ENCOUNTERS

E1 & E2	A	A	B			
E3 & E4	A	A	B	B	> ⚡:+2	
E5 & E6	A	A	B	A	B	B > ⚡:+2

MASTERY GATES

Voidspire gains 7 Mastery then you spend Mastery:

-5 Acquire Destiny (Max 2)

-10 Acquire Relic (Max 2)

-3 Save/Banish a Card
Gain 5 Health

TURN ORDER

1. VOID TURN
2. ENEMY TURN
3. PLAYER TURN

VOID TURN

If there is exactly one face up enemy, it gains +1/+1 and:

10 It gains +2/+2 instead

20 It gains +4/+4 instead

Otherwise, flip one enemy and:

10 Flip two enemies instead

20 Flipped enemies have:
Ambush: +1/+1

ENEMY TURN

All face up enemies attack

PLAYER TURN

New abilities:

Scout - Pay 3 gems to flip the next face down Shadow Champion

Sacrifice - Banish an ally or champion from the centre row by attacking them with power equal to the card's cost (cost 5 or higher: +1 Mastery)

15

E6

E5

10

E4

E3

5

E2

E1