EXALTED
SECOND EDITION

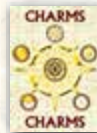# LEGACY OF THE UNCONQUERED SUN

COMPONENT LIST

PREMISE

In **Exalted: Legacy of the Unconquered Sun**, players assume the roles of heroes among the Solar Exalted. These men and women are selected by the powers of Creation to rise above the mortal masses. They become champions of the people and protectors of the world. That means undertaking missions and challenges scattered across the land, and gaining prestige and virtue for adventurous deeds. And yet, despicable villains and forces of nature lurk in Creation, threatening the land and the Solars themselves.

The Exalted who prove most valorous in the face of all these dangers are worthy of undergoing an epic quest for the Solars' celestial patron. Those who fulfill their calling by completing one of the Epic Quests are the winners of the game, the Chosen of the Unconquered Sun. If all the Epic Quests become unavailable or four years pass without a winner, the Solars have all failed and lost the game.

Players can work together to achieve such renown, or they can rise to glory individually. They can even advance through a combination of the two, relying on each other in times of need and forging out on their own when they're ready. **Exalted: Legacy of the Unconquered Sun** is a two- to five-player game.

50 Charm Cards
p. 3, 5, 7, 11, 12, 14, 16

50 Dominion Cards
p. 3, 4, 7, 10, 16

5 Epic Quest Cards
p. 3-4

Game Board
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Action Wheel dial
p. 4, 7-9, 10, 16

50 Reward Cards
p. 2, 3, 5, 6, 10–12, 16

70 Quest Cards
p. 3-4

5 Solar Cards
p. 2, 5, 7, 8

50 Essence Motes
p. 2, 3, 5, 6, 7, 9–12, 16

10 Ten-sided Dice
p. 6

30 Rival Cards
p. 2, 10

5 Solar character pieces, one for each Solar Card, and 5 corresponding pieces used on the Action Wheel, one for each player.
p. 2, 7–10, 11, 12–16

50 Caste Markers
p. 3-5, 11, 13, 14, 16

5 Rival character pieces in black, one corresponding to each Solar, and 5 more for use on the Action Wheel.
p. 2

12 Quest Card Markers
p. 3, 4, 7, 9, 16

50 Renown Tokens
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COMPONENT DESCRIPTIONS

Game Board: The map depicts the dominions of Creation's Scavengers Lands. Five elemental dragons represent distant parts of Creation where Solars can travel in pursuit of adventure. Travel times and distances to these locales are stylized for the purposes of play. Another part of the board is a device called the Action Wheel, which is used to record the passage of time in Creation. Finally, spaces are indicated along the board edge where Quest Cards currently in play are kept face up. Each space is labeled individually, from one to seven. Three spaces along the top of the board are used to locate Epic Quest cards available during play.

Solar Cards: Each player portrays one of the heroic Solar Exalted, the saviors of Creation. There are five Solar characters, one from each of their iconic castes—Dace of the Dawn Caste, Panther of the Zenith Caste, Arianna of the Twilight Caste, Harmonious Jade of the Night Caste, and Swan of the Eclipse Caste.

- *Movement*: All Solars have a base travel speed of two dominions per month.
- *Essence*: Each Solar starts with 5 to 7 motes (points) of Essence.
- *Traits*: Fighting, Resilience, Wits, Stealth and Socialize are all traits that Solars use to resolve challenges. Each trait has a score that's rolled in dice when the rules call for it. A Fighting of 3 calls for three dice, for example.
- *Anima*: Each Solar also has an Anima Banner associated with his or her highest trait. By spending three motes of Essence, a player can force an opposing Rival to contest their main trait instead of the Rival's indicated trait.

Solar Pieces: Each Solar has his or her own character figure. "Starting Location" on each Solar Card is the city on the game board where a Solar's playing piece is located before play begins.

Accompanying each of these character pieces is a second playing piece of the same color. The second piece goes on the Action Wheel to mark the timing of your arrival at your various destinations (the black versions of your character piece are your Rival pieces, which are covered below).

Rival Cards: A Solar is challenged by a personal Rival the moment he wins his first Renown Token from completing a Quest objective. Thereafter, he has Rivals throughout the game.

Each Rival Card describes the scheme a villain seeks to carry out, or the challenge he poses to Solars. Like Solars, Rivals have scores in five traits, which are rolled to resolve confrontations with players. The trait rolled in such a confrontation depends on how many months pass in the villain's plot.

- *Equipment*: The enchanted gear in a villain's possession, and the benefits he gains from it in dealing with a Solar. This gear is not awarded to a Solar who defeats a Rival.
- *Anima*: A Rival's Anima Banner or Power is his version of the Solars' special capabilities.
- *Spoils of War*: The rewards that players collect when a Rival is defeated.
- *Defeat*: If a Solar is defeated by a Rival or a Rival goes unchallenged, the Renown Tokens depicted here jeopardize the Renown Tokens that a Solar has gathered (see "Confronting a Rival" p. 10).

Rival Pieces: Solars' designated Rivals are represented with the black playing pieces included in the game. These pieces have the same shapes as the Solars, so Dace's Rival pieces look like him, except they're black.

One of these black pieces is used to keep track of where a Solar's Rival is located on the map. The other is placed on the Action Wheel to record when that Rival's scheme will come to pass—and how much time Solars have to stop it! While your assigned Rivals change throughout the game, black pieces in the shape of your Solar are used throughout to keep a record of your latest enemy.

Quest Cards: Up to seven Quest Cards are kept in play at all times, located in the seven spaces provided at the edge of the game board. Each lists from one to three objectives that are resolved from top to bottom. Whenever a new Quest Card is put into play, a Dominion Card is also drawn to locate the first quest objective on the map.

Most objectives pose a challenge, listing one or more traits and a number. The traits shown are the ones that participating players must roll. The number listed is the total number of successes required to accomplish the feat (rolls of 7 and higher are considered a success; 10's count as two successes). Some objectives allow a choice of traits, such as Wits 3/Socialize 3. Other objectives require a number of successes from two separate trait rolls, such as Resilience 3 *and* Stealth 3. Finally, some objectives list no challenge at all and are resolved automatically.

FIGHTING 2

WITS 3 / SOCIALIZE 3

RESILIANCE 3 & STEALTH 3

Solars can work together to fulfill Quest objectives. Doing so requires that they're all in the same dominion at the same time – their playing pieces occupy an objective's dominion, and their Action Wheel markers are all in the same month (see "Action Wheel" p. 7). When Solars cooperate to resolve an objective, all players' trait scores are rolled and the successes are combined. However, for each player after the first who participates in a Quest objective, the number of successes required by the effort rises by one. So, if three Solars cooperate on an objective that normally calls for two successes, it now demands four successes, total. (Increasing successes do not apply when players cooperate against Rivals. Nor do they take effect when Solars cooperate to attack other Solars.)

After an objective on a Quest Card is resolved successfully, place one Caste Marker on the objective for each Solar who participated. Then draw a new Dominion card to determine the location of the next objective and move the Quest Marker on to it. The next objective on the card cannot be resolved unless at least one of the participating Solars has a Quest Marker on the previous objective. If an objective attempt fails *or* the last objective on a Quest Card is resolved successfully, the card is discarded and replaced with a new Quest Card.

A successful objective awards participants the "Spoils of War" listed. Those could include Charm Cards, Reward Cards, jade coins, and motes of Essence. When a single Solar resolves a Quest objective, he reaps all the spoils of war listed. When two or more players work together, spoils may be split among them as they choose. If players can't agree, read "Spoils of War," p. 11.

Many Quest Card objectives also award Renown Tokens. While spoils of war must be split among the participating Solars, every Solar gets the Renown Token shown. Collecting Renown Tokens is imperative to winning the game. Accumulating a specific number and assortment is a prerequisite for Solars to undertake an Epic Quest (each Epic Quest has a different Renown prerequisite). There are five tokens, as shown here:

RENOWN TOKENS

When you defeat Rivals, new Quest Cards may be among the spoils of war won. You must choose to replace a Quest Card already in play with the new one, or discard the new one immediately. If an existing Quest Card is replaced this way, it's discarded along with all the Caste Markers on it.

Also note that a Solar can "force" his Caste Marker onto a Quest Card by defeating another Solar who already has a Caste Marker on that Quest (see p. 11). Doing so allows the newcomer to participate in subsequent objectives on the card.

Quest Card Markers: Seven of them correspond to the assigned spaces on the board edge where Quest Cards are put into play. Each of these markers is located on a dominion on the map where a Quest's current objective lies.

The other five of these markers fulfill the same role for any Epic Quest Cards currently being pursued. One of these markers corresponds to each of the game's five Epic Quest Cards.

Dominion Cards: Dominion Cards determine where a Quest objective or Rival is located on the map. You match the color code of an objective or Rival (green, yellow or red) to the green, yellow or red dominion shown on the Dominion Card. That's the dominion where a Solar's mission awaits. Place a quest marker or Rival piece on the board accordingly. Whenever a new Quest objective becomes available or a new Rival is drawn, draw a Dominion Card to determine the dominion where that Quest or Rival is located.

Epic Quest Cards: There are five Epic Quests in **Legacy of the Unconquered Sun**. At the beginning of a game, shuffle the Epic Quest deck and discard two of the cards at random. Remove them from play completely. That leaves three cards that are each laid face up in the spaces provided at the top of the board.

Each Epic Quest Card shows the Renown Tokens that a Solar or a group of Solars must accumulate before attempting it. Cooperating players can be scattered anywhere across the board and Action Wheel

when they pool their Renown Tokens. It's when they seek to resolve the first objective on an Epic Quest Card that they must all be in the same dominion in question at the same time, just as if they were cooperating on a mundane Quest.

Cooperating players each announce the Renown Tokens that they contribute to an Epic Quest objective before rolls are made to resolve the challenge. That means cooperating players must agree on who will "bid" which of his tokens. Bid tokens remain in a player's possession, unless the intended objective fails (see below). Not all cooperating players need to bid a Renown Token to a group effort at an Epic Quest. A player might be "invited" to join a mission while he offers no Renown Tokens, as long as other participants collectively bid the necessary ones.

Objectives on Epic Quest Cards are handled just as they are for ordinary Quest Cards, save for a few exceptions:

- Solars may not attempt to resolve an Epic Quest objective without having bid the required Renown Tokens.
- The third objective on any Epic Quest Card requires no draw of a Dominion Card, but takes place on one of the elemental poles. The dragon icon in its background indicates which elemental pole.

- When Solars fail at an Epic Quest objective, each must forfeit one of the Renown Tokens he bid on

the effort. If you attempt an Epic Quest on your own, you discard one Renown Token. If three players cooperate on an Epic Quest, each discards one of the tokens he bid, for three in total.

- Epic Quests are not discarded when their objectives fail. In fact, the location of a failed objective remains the same, allowing the same Solars to try again as early as next month as long as they still have the required Renown Tokens to bid.

At the turn of every year, when the dial of the Action Wheel passes Calibration, randomly choose one of the Epic Quests that has no Caste Markers on it and remove it from play. The cataclysm listed on the Epic Quest befalls Creation and impacts all players.

If players already pursue an Epic Quest and have managed to complete its first objective, it cannot be discarded in this way. When the last Epic Quest is discarded at Calibration or when the fourth year of play comes to an end, the game ends and all Solars have lost the game.

Caste Markers: Each kind shows a symbol affiliated with a Solar caste — Dawn, Zenith, Twilight, Night or Eclipse. When Solars take part in completing an objective on a Quest or Epic Quest Card, they place one of their Caste Markers on that objective to record who completed it. Do this only when the card has subsequent objectives remaining (when this was not the final one). These markers are kept in place until a Quest Card is removed from play.

Solars can't come in "cold" to a second or third objective on a card and pursue it without the involvement of a Solar who participated in a previous objective. However, Solars can "force" their Caste Markers onto Quests and Epic Quests that are already underway by other players. To do so, a Solar must defeat another Solar who has a Caste Marker on said Quest or Epic Quest card in a contest (see p. 11).

Renown Tokens: Solars accumulate Renown Tokens by fulfilling Quest objectives. Gathering Renown Tokens is a prerequisite for attempting Epic Quests. Renown Tokens can be lost when you are defeated by a Rival or another Solar, or when you fail at an Epic Quest.

You can cash in three of the same token that you have for any one of another kind. So, you could cash in as follows:

Or perhaps…
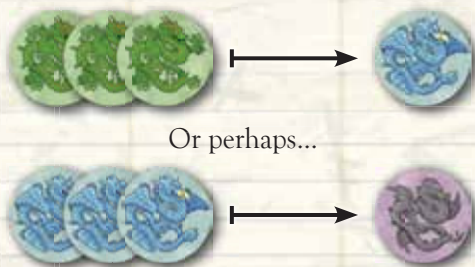
Players cannot pool their Renown Tokens to cash in. You may only trade tokens before or after an action, not while it is being resolved.

Charm Cards: Solars gain Charm Cards when they complete Quest objectives and defeat Rivals. Charms are the only cards kept secret in players' hands until invoked. You can play any number of Charm Cards in a month that you possess and that are applicable to circumstances. You can use a Charm Card only one time, and then it's discarded. Charms cannot be shared by or exchanged among players. There's no limit to the number of Charm Cards that you can have in your possession.

Solar caste symbols appear in the upper-right corners of Charm Cards to indicate which types of Solars benefit most from these cards. These symbols

CARD USES

Charm and Reward Cards show a variety of different symbols running down their left side. These symbols allow you to recognize the general ways in which these cards can be used, such as against other Solars or in conjunction with Quests. The different symbols are summarized here:

- • Effects that apply to Solar's movement or the Action Wheel.

- • Cards that affect players' income of jade or Essence, or their use.

- • Cards that are played to interfere with Rivals' efforts, or to gain an advantage over them.

- • Effects that hinder other Solars or offer defenses against them.

- • Advantages gained when resolving Quest objectives.

- • Advantages gained when resolving Epic Quest objectives.

Some Charm and Reward Cards show more than one of these symbols, indicating that those cards have various applications. Learning these images lets you keep tabs on your cards at a glance during play.

don't preclude another Solar from using a Charm Card. He simply gets diminished results for being of a different caste. The benefits of Charm Cards can be applied to the card player only. They can't be imparted to another player unless a card states otherwise. In general, Charm Cards that affect dice rolls must be played before rolls are made, unless a card states otherwise.

At any time you may discard a Charm Card face up next to its deck in return for one mote of Essence.

Motes of Essence: Essence is the energy of sorcery and is measured in motes. Motes of Essence are gained by fulfilling Quest objectives, defeating Rivals, and discarding Charm Cards, but also based on the current season and a Solar's caste affiliation.

Three consecutive slices on the Action Wheel represent one of Creation's five seasons. Each caste has a season affiliation, shown clockwise in order from Calibration: Dawn, Zenith, Twilight, Night and Eclipse. A player whose caste is affiliated with the current season gains one mote of Essence at the start of each month of that season, for a total of three motes per year.

All Solars start the game with 5 to 7 motes of Essence, as stated on your Solar Card. There's no limit to the number of Essence motes that you can possess during play.

Essence can be spent in a variety of ways:
- • Three motes can be spent to activate a Solar's Anima Banner.
- • One mote can be spent to buy an extra die in a trait roll to resolve a Quest or Epic Quest objective. The

number of motes that can be spent for extra dice equals the number of the objective on its card. So, no more than one mote can be spent on a first objective, no more than two motes can be spent on a second objective, etc. The limits to dice that can be bought apply to a whole group of cooperating Solars — no more than one, two or three extra dice are allowed for the group, total, not per Solar.

• One mote can also be spent to buy an extra die in a roll to confront a Rival Card. All the rules are the same as above, except that the dice limit equals the number of Renown Tokens threatened by the Rival Card. So, as many as three motes can be spent to buy three extra dice against a Rival who endangers three Renown Tokens.

• *Two motes of Essence* can be spent to buy an extra die in a contest against another Solar. You can buy no more extra dice than you have Renown Tokens. When players form teams in a conflict, the total limit on extra dice a team can buy equals the highest number of Renown Tokens that any member has. Any member on a team can buy extra dice, as long as their side's limit is not exceeded.

In all cases where Essence is spent to buy dice, it doesn't raise your trait scores. All extra dice have to be acquired before a roll is made.

When Solars cooperate or struggle against each other in a month, they buy extra dice in the reverse order of initiative for the month. So, a player on the outer ring buys extra dice first, and the player on the innermost ring buys extra dice last.

Reward Cards: Rewards are the spoils that Solars win for completing Quest objectives across the Scavenger Lands, and for defeating Rivals. There's no limit to the number of Reward Cards you can have in your possession. You can invoke most Reward Cards any number of times throughout a game, but sometimes must spend jade to do so. The cost to use a Reward is listed in the upper-right corner of the card.

A few Reward Cards operate a little differently. You discard them when used and get the profits listed

one time only. You can play any number of Reward Cards in a month that you possess and that are applicable to circumstances. Each card can be used only one time per month, however. The benefits of Reward Cards can be applied to the card player only. They can't be imparted on another player unless a card states otherwise. In general, Reward Cards that affect dice rolls must be played before rolls are made, unless a card states otherwise.

At any time you may discard a Reward Card face up next to its deck in return for one jade coin.

Jade Coins: Jade is the currency of Creation. Jade coins are gained by fulfilling Quest objectives, discarding Reward Cards, and by defeating Rivals. Jade coins can be spent in various ways:

• One jade coin can be spent to travel an extra dominion in a month by buying passage. There's no limit to how many coins can be spent in a single month to travel extra dominions.

• Three jade coins must be spent per Solar to travel to the Blessed Isle or to any off-map locale, round trip. The elemental dragons shown on the board represent such destinations. These journeys are called for by some Quest Cards, and by all Epic Quest Cards.

• One or more jade coins may be spent to activate a Reward Card when the card is played. A card stipulates in the top-right corner how many coins must be spent.

TRADING AND SHARING

Solars can exchange Reward Cards and jade coins with each other. Exchanges can occur between two players whenever either one of them completes an action, even if participating Solars are widespread across the map and are in different months on the Action Wheel. If either player is dormant (see p. 10), they cannot complete a trade.

Dice: These are rolled to determine your success in pursuing Quest objectives, and are rolled in Solar-versus-Rival or Solar-versus-Solar contests. In general, remember that a roll of 7 or higher is considered a "success," while a roll of 10 is counted as two successes. All other rolls can be ignored.

The number listed for a Quest Card objective is the successes required to prevail. The trait number on a Rival Card is the number of dice rolled for the Rival.

Each player begins a game with the following:
• A Solar Card
• 3 Charm Cards
• 5 jade coins
• 5 to 7 motes of Essence
(listed on each Solar Card)

Players can choose their Solars or may draw them randomly from the Solar deck. Charm Cards are drawn randomly from the shuffled Charm deck.

At the beginning of the game, the dial at the center of the Action Wheel points at Calibration. Each player's wheel marker is also placed in the Calibration space. Players' wheel markers are arranged starting from the innermost ring of the wheel and radiating outward, with one marker per ring. Players' wheel markers are placed in the following order based on caste, from innermost ring to outermost.

Dawn (Dace)
Zenith (Panther)
Twilight (Arianna)
Night (Harmonious Jade)
Eclipse (Swan)

If any one of the castes doesn't participate in a game, skip it and place the next player's marker in the next available ring of the Action Wheel. This placement determines the order of players' actions to begin the game. Place each Solar's second playing piece on the city where he or she starts the game.

Shuffle the five-card Epic Quest deck. Two cards are discarded immediately and removed from play. That leaves three cards that are each laid face up along the top of the board for all players to see. Those are the Epic Quests that players may pursue to win the game.

Draw Quest Cards and place each face up on one of the spaces available on the edge of the board. Five Quest Cards are drawn in a two- or three-player game. Six cards are drawn in a four-player game. Seven Quest Cards are drawn in a five-player game.

# OF PLAYERS	QUEST CARDS IN PLAY
2-3	5
4	6
5	7

Once those cards are put into play, draw a Dominion Card for each of the Quests and Epic Quests and establish the dominion where each first objective awaits by placing corresponding Quest Markers on the map.

THE ACTION WHEEL

At the core of every activity in this game is the Action Wheel, the dynamic circle on the board. The wheel represents Creation's calendar with its 15 months and five seasons, and the Calibration period at the turn of year.

Each season is three months long and has a cosmological affiliation with one of the Solar castes. That's why three-month periods on the wheel show the symbols of the five castes. Solars of the different castes gain play benefits when the current month is in their season.

The dial at the center of the Action Wheel points at Calibration at the beginning of the game, and players' wheel markers are arranged on the rings of

the wheel as discussed previously, starting with the innermost ring and radiating outward from there.

Exalted: Legacy of the Unconquered Sun isn't played over traditional game turns, but across months of the year. Turning the pointer one space at a time marks the passage of one month. When the pointer lands on a month occupied by Solars' wheel markers, they get to take actions that month. When those actions are completed, the dial turns again until other players' markers are present in a month. They take their actions, and so the process continues as time marches on.
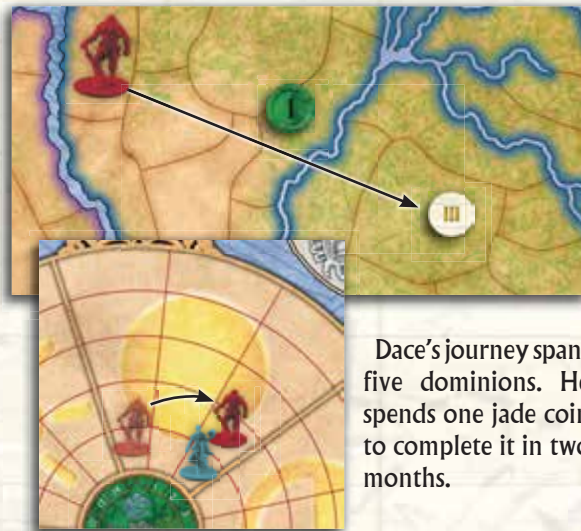
ACTION WHEEL MARKERS

Two kinds of markers are placed on the Action Wheel — Solars' (colored) and Rivals' (black).

Movement and Initiative (Solars' Markers)

Travel is measured on the map. A Solar can travel a base of two dominions each month. Hence the boot icon rated 2 on all Solar Cards. A player can add an extra dominion to a month's travel by spending one jade coin. There's no limit to the number of coins you can spend to travel extra dominions in a single month. Traveling to a new dominion always requires at least one month. You can't accelerate your travel speed by spending jade or playing cards without at least one month passing.

A Solar's destination must be a dominion on the map that's already occupied, whether by a Quest, by an Epic Quest, by a Rival, or by another Solar. That means you can't chart the course of your Solar's journey to an empty or unoccupied dominion on the game board.

To chart your course, your Solar playing piece is placed on your final destination to mark where your next action will occur. You count the number of dominions from his former location to his new one. You can choose a direct or indirect route to your chosen destination, minimizing or prolonging the amount of time spent traveling. Notice how dominions that border rivers and seas tend to be longer than inland regions, representing increased travel speed by water.

Dace's journey spans five dominions. He spends one jade coin to complete it in two months.

Marking Time: Your marker on the Action Wheel is advanced based on the number of months that will pass before your Solar arrives at his destination. If a month is empty when you place your Solar marker in it, your piece goes on the innermost ring of the month. All other players' wheel markers placed in the same month thereafter go on the next available rings, radiating outward. When the dial arrives on that month, Solars' actions are resolved from the innermost ring outward, thus determining the order of players' actions in the month (which is also called initiative).

Cooperating players make their attempt at an objective based on the best initiative position among them. When the first cooperating Solar is able to act according to the initiative order of the month in question, all other Solars who work with him get to take their actions at the same time. For example, they all work together to address the same Quest objective, and then plot the courses of their next intended actions. Once these activities are completed, the initiative roster for the month resumes from where it left off.

Short Journeys and Delayed Actions: You do not need to travel the full distance that you can in a month. Your Solar must simply end his journey in an occupied dominion. If you have arrived in a dominion but would like to delay your action, whether it's to wait for you allies or to ambush another Solar, move your Action Wheel marker any number of months forward to the innermost ring of the new month.

Passing Through: You can pass freely through a dominion that's already occupied by another Solar, or Quest or Epic Quest objective. No Solar can pass through a dominion that contains a Rival. Movement stops there and the Rival must be dealt with when the Action Wheel dial turns to the appropriate month. A Rival may be your own or assigned to another player. She halts your travel until she is resolved.

Choose a New Destination: When your action in a month is resolved, whether successfully or not, you decide what your Solar's next destination will be. When you choose that course and determine the number of months that will pass before you can attempt it, you count the corresponding number of months clockwise from the current one and place your wheel marker in the new month's space.

Multiple Missions: If a dominion contains two or more Quest objectives, you can try to address each of them in the same month. You choose the order in which they're attempted. You can attempt them all, regardless of whether any succeed or fail.

If a dominion contains two or more Rivals, you can try to resolve each of them in the same month. You choose the order in which they're attempted. If you remain active throughout (you don't go dormant), you may attempt to resolve both Rivals.

A dominion could even contain a Quest objective and a Rival. If your Solar enters the dominion with the intent to resolve both, the Quest objective is attempted first. You can also confront the Rival in the same month, regardless of whether the Quest objective succeeds or fails.

Calibration Doesn't Count: Note that Calibration is not counted as a month of activity. It's skipped in all month counts. It marks the beginning of a new year.

Rivals' Markers

When a Rival Card is drawn, take note of the number(s) shown under "Activation" at the upper-left corner. The number in the top pie shape is the number months in which a villain's plot will unfold. Count that number of spaces clockwise from the current month on the Action Wheel, and place the Rival's marker outside that month.

Rival markers go outside months on the wheel, rather than on the spaces themselves, because Rivals don't take part in players' initiative order each month. When the dial turns to a Rival's month, his scheme comes to pass at the end of the month unless he is stopped first. Hopefully a Solar is able to face a Rival by that time. When your current Rival Card is resolved, whether successfully or not, a new one is drawn immediately. You can confront a Rival *before* her plot is scheduled to occur.

If your previous Rival defeated you and your Solar is now dormant (a state where you are inactive for a number of months – see p. 10), count down the months till your new Rival's plot starting from the month when your Solar will become active again.

The two other pie shapes that appear under "Activation" on some Rival Cards are explained under "Confronting a Rival" (p. 10).

Elemental Poles

Solars can journey off the Scavenger Lands for various reasons — to resolve some Quest objectives and to attempt Epic Quests. Each dragon on the board shows one such remote destination. Each space en route to an elemental pole counts as one dominion toward making the journey, so leaving the Scavenger Lands is a default of three dominions' travel, one way.

Note that only certain routes can be taken to remote locales, as indicated on the game board. Solars must pass through a specific mainland dominion to go abroad. Traveling to any of the elemental poles costs each Solar three jade coins for the round trip. This money must be spent upon departing. If a Solar doesn't have the coins to spend, he cannot take the journey.
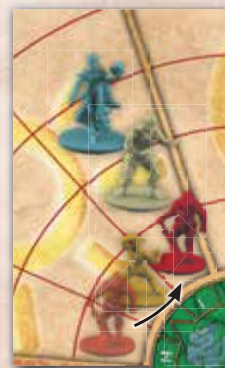

Example of Play

Month 1: The dial has turned to Dace's month. Since this month is the start of the Dawn caste season, Dace regenerates one mote of Essence at the beginning of this month and at the beginning of the subsequent two months. He now has the option of attempting Quest IV that is in his dominion and/or facing Panther's Rival. He successfully accomplishes Quest IV and reaps the spoils of war. When choosing his next action, he decides to wait two months in that dominion for Panther's arrival to assist him with his Rival. He doesn't move his piece on the map but pushes Swan and Arianna one ring outwards on the Action Wheel and places his piece at the innermost ring of that month.

Month 2: The dial now turns to the next month and Panther successfully completes Quest V. He then moves to the dominion where his Rival and Dace are. That is exactly two dominions away so he moves his piece on the Action Wheel one month forward, placing it at the next available ring (the 4th).

Month 3: Being on the innermost ring, Dace has the initiative in this month. He is going to confront Panther's Rival and Panther is going to join him. Since they are cooperating, Panther trumps the initiative and acts at the same time as Dace. Dace and Panther beat the Rival and chart their next actions on the map and on the Action Wheel. Swan and Arianna now get to act, but they are not even in the vicinity of Dace and Panther.

RIVALS

Each player draws a Rival Card after he wins his first Renown Token of the game. Whenever such an opponent is resolved, whether successfully or not, she is discarded from play and a new Rival is drawn by the player in question. A Rival Card is kept face up next to its assigned player at all times. Each Rival Card is a color: green, yellow or red. A Dominion Card is drawn with each Rival to indicate her location on the map. Place her game piece in the appropriately colored region indicated on the Dominion Card.

Then chart the "due date" of the Rival's scheme on the Action Wheel. Locate the number in the top pie piece, under "Activation" at the top-left corner of the Rival Card. Count this number in a clockwise direction, from the current month. Place the Rival's wheel marker outside the designated month, as discussed under "Rivals' Markers" on p. 10.

When the Action Wheel dial turns to a Rival's designated month, her plot will come to pass at the end of that month unless she's stopped. A Solar playing piece needs to be in the Rival's dominion, and his marker on the Action Wheel needs to be in the same or an earlier month as the Rival's marker to interrupt the scheme. Solars can also confront each other's Rivals or team up against them.

Confronting a Rival

Each Rival is assigned ratings in the same five traits that Solars have. Each point of rating grants a Rival one die in a roll. The top pie piece of a Rival's activation symbol shows a color. That color corresponds to one of the Rivals' traits. If a Rival is faced in the same month or before her plot is scheduled

to occur, her score in that trait is rolled against the opposing Solar(s) same trait.

If a Rival's activation symbol has multiple pie pieces, such as Resiliance 7, Socialize 8, and Fighting 9, it means her plot starts to unfold in the 7th month and ends in the 9th. Confrontations in the 1st through 7th month are rolled with Resilience, in the 8th month with Socialize, and in the 9th month with Fighting. The Rival's marker is never moved on the Action Wheel. It's used to keep record of when the plot began in the 7th month. Be sure to read the game effects of a Rival's Equipment, Anima Banner or Power. That advantage might alter the dice rolled for either side, or impose a special circumstance that must be resolved before a Solar-versus-Rival roll is even allowed.

Cooperating against Rivals

Solars can work together to deal with a single Rival. All their playing pieces must occupy the Rival's dominion, and their Action Wheel markers must all be in the same month — the Solars must all be in the same place at the same time. All players' appropriate trait scores are rolled. If a Solar invokes his Anima Banner against the Rival, all players roll dice according to the new trait invoked.

Cooperating players make their bid against a Rival based on the best initiative position among them. When the first cooperating Solar is able to act in the month, all other Solars who work with him get to take their actions at the same time. (Or the Solar with initiative may refuse to be helped.) They all work together to address the same Rival. Afterward, the initiative roster for the current month resumes from where it left off.

Victory: If the intervening Solars get more successes than the Rival, she is defeated. Cooperating players must split the listed spoils of war, as discussed on the opposite page.

Defeat: If successes rolled tie or the Rival gets the most, she prevails and defeats your Solar. Each Rival Card shows from one to three Renown icons with an "X" through it. If the Rival defeats any intervening players, Renown Tokens are lost by both the intervening players and the player to whom the Rival was originally assigned. If a Rival is allowed to carry out his plot completely uninterrupted, the Solar responsible for dealing with him is penalized as if he was defeated by the Rival. If a Solar doesn't have one or more of the specified tokens to lose, he goes dormant (see below) for one month for each token that goes unaccounted for, regardless where he currently is on the map.

New Rival: Once a Rival Card is confronted, whether successfully or not, it is discarded face up beside its deck and a new Rival is dealt immediately to the player to whom the old one was assigned. If your Solar is dormant when a new Rival is drawn, begin the countdown to the new Rival's plot from the month in which your Solar will be active again.

Going Dormant

When your Solar goes dormant, count the number of months clockwise from the current month on the Action Wheel, and lay your wheel marker there. You can't plan a new goal or journey until the initiative comes back to you. At that time, stand your wheel marker up again and plan a new destination for your Solar. You may go dormant for a number of months when defeated by a Rival or another Solar. While dormant, you can't trade Reward Cards or jade coins. Nor can you play cards or discard them for jade or motes of Essence. Being dormant in a month affiliated with your Solar's season doesn't deny you a mote of Essence. You still get that mote.

SPOILS OF WAR

Quest objectives and Rival Cards that are resolved successfully offer prizes. These "Spoils of War" take the form of Charm Cards, Quest Cards, Reward Cards, jade coins and motes of Essence, not to mention Renown Tokens gained from Quest objectives.

Dividing the Loot: When only one player resolves a Quest objective or Rival, he claims all the prizes shown for himself. When Solars cooperate, those treasures are split among them. If cooperating players mutually agree on how spoils will be doled out, they may split the loot as they please. If they can't agree, choice of spoils is determined in order of participating Solars' relative initiative. A player can choose one item when dividing spoils. A single item is considered:

- 1 Charm Card
- 1 Reward Card
- 1 Quest Card
- Any number of Essence motes
- Any number of Jade Coins

If any spoils remain after each player has chosen one item, choice of the leftovers reverts back the player on the innermost ring of the Action Wheel, and the picking process continues normally until no spoils are left. Any cooperating player may pass on his turn to take a spoil if he doesn't want any treasure or wants other players to claim them.

Charm Cards Face Down: Any Reward or Quest Cards won as spoils are drawn and put face up so that all players may see them before deciding how treasures are divided. Charm Cards are kept face down amongst the spoils. Players who choose them do so blindly.

Renown Tokens: It's important to remember that all cooperating players win one of the Renown Tokens that a Quest objective awards.

ATTACKING OTHER SOLARS

If players' pieces occupy the same dominion on the game board, and their pieces on the Action Wheel are in the current month — the Solars are in the same place at the same time — one can attack another.

Announcing an attack must precede or follow any player's effort to resolve any Quest Card objective or Rival Card that is also located in the same dominion. Initiative for a month is disregarded when any player announces an attack. So, a player with a wheel marker on the outermost ring of the month can announce an attack on a player on the innermost ring of the same month, all before the innermost Solar gets to attempt an action.

Any player in the shared dominion can announce an attack on another player in his presence. If three or more players all occupy the same space at the same time, remaining players can announce which side of the contest they're on, if any.

The player or side that announces the contest is considered the "attacker." The other side is the "defender."

The Contest: The side positioned on the innermost ring of the Action Wheel dictates what trait will be used to resolve the struggle, be it Fighting, Resilience, Wits, Stealth or Socialize. If two or more players are allied, their combined scores in that trait are rolled. Any number of Charm Cards and Reward Cards can be played, first by the attackers and then by the defenders (Solars' Anima Banners are ineffective against other Solars).

The side of a contest that achieves the most successes is the winner. Ties go to the defending side of the contest. The winner may choose one of the following results:

- Take as many of the loser's jade coins as the winner wants.
- The winner may choose one of the loser's Renown Tokens and keep it as his own.
- The winner may choose one of the loser's Reward Cards for his own.
- The winner may force the loser to go dormant for two months. Advance the loser's wheel marker(s) two months clockwise and lay it down.
- The winner may place one of his Caste Markers on a Quest or Epic Quest on which the loser also has a Caste Marker.

A defeated Solar can suffer no more than one of these fates as a result of a lost contest. When a single Solar defeats multiple opponents in a contest, the victor chooses one of these fates for each player whom he has beaten.

When allied Solars defeat a single player, the allies must agree which one of these fates befalls their victim. If they can't agree, the choice goes to the victorious ally positioned on the innermost ring of the month. Ownership of any loot stolen from the victim is resolved just like sharing the winnings from a successful Quest objective or Rival confrontation (see "Spoils of War" above). When a Caste Marker is forced onto a Quest or Epic Quest, it's that of the victor on the innermost ring of the Action Wheel.

A Solar cannot participate in more than one fight in a single month, whether as the attacker or the defender. Solars who are currently dormant in a dominion or have already fought in the current month cannot stage attacks upon or be the target of attacks by other Solars.

Restoring Order: After a contest between players is resolved in a month, Solars who are still active (who aren't dormant) may still have actions to perform. Their intended pursuits for the month — whether resolving a Quest objective or confronting a Rival — are carried out in order of Initiative.

FREQUENTLY ASKED QUESTIONS

ACTION WHEEL

Q: I confront my Rival before her plot comes to pass. Afterward, I draw a new Rival. How do I time his plot?

A: When you face a Rival "early," your next Rival's plot is timed based on whether you're still active or forced to go dormant. If you're still active, the countdown to your new Rival's plot starts from the current month. The countdown does not start from the month in which your former Rival's plot was scheduled to occur.

If you face your original Rival "early" and go dormant as a result, the countdown to your next Rival's plot begins from the month in which you become active again. The countdown does not begin from the current month or from the month when your former Rival's plot was scheduled to occur.

Q: My Solar is forced to go dormant after being defeated by my Rival. I draw a new Rival Card and count down the number of months to her plot when my Solar is active again. Does that countdown begin with that month, or from it?

A: The countdown to your new Rival's plot begins from the month in which your Solar resumes activity. So, the month in which you rise is not included in the countdown.

PLOTTING COURSES AND MOVEMENT

Q: I finish my Solar's latest mission and plot his course to his next destination, a journey of six dominions. Can I spend six jade coins to make the journey instantaneous, allowing me to attempt my next goal in the current month?

A: No. The journey to your next destination must take one month, minimum, regardless of how much jade you spend, or what cards you play to increase your Solar's travel speed.

Q: I chart my Solar's course to a Quest objective and will get to attempt the mission in two months.

Meanwhile, another player moves his playing piece to the same dominion, but he gets there the month before me. Can he resolve the objective before I even get a chance to try?

A: Yes. You're still considered en route to the location while the other Solar gets there before you and tries to resolve the objective. If he fails, the Quest Card is discarded. Either way, you're left with no action when the current month falls on your Action Wheel marker. You're left to chart your Solar's next destination and hope the same trickery doesn't befall you again.

Q: I plot Dace's journey to the Blessed Isle from far inland in the Scavenger Lands. The total journey is 12 dominions, which includes the last three "steps" that put him on the Blessed Isle. In fact, I want to get there in a single month. I pay three jade for the ocean journey, but do I also pay one jade for each of the last three "steps" to the Blessed Isle?

A: Yes. If the journey is 12 dominions and you want to get there in one month, you pay 13 jade in total. Each of the three final "steps" that put you on the Blessed Isle is still counted as a dominion. Plus you have to pay for ocean travel. That means 10 jade for the 10 extra dominions you travel in the month, plus 3 jade for hiring a ship to carry Dace.

RESOLVING QUESTS AND RIVALS

Q: My Solar enters a dominion that's already occupied by a Quest objective and a Rival. Can I bypass the objective and confront the Rival directly?

A: Yes. Or if you wanted to attempt both, the Quest objective would have to be addressed first.

Q: The location of a Quest objective is determined and it's the same dominion that my Solar already occupies. What happens next?

A: You can attempt to resolve the objective in your next available action, or you can ignore it completely and attempt another action in that locale, or move away to another destination.

Q: Someone draws a new Rival Card during play and its location turns out to be the same dominion where my Solar is already located. Can I attempt to confront his foe?

A: Yes. In fact, you cannot move your Solar out of that dominion upon your next action. You must confront the Rival before you can move on.

Q: My Solar is defeated by a Rival. I have the two Renown Tokens that he threatens. Can I choose to keep them and go dormant for two months instead of losing the tokens?

A: No. You must forfeit whatever Renown you have.

Q: I get my first Renown Token of the game, so draw my first Rival Card. I fail to defeat that Rival and lose my Renown Token. Does that mean I don't draw a new Rival until I win another Renown Token?

A: No. Once you draw your first Rival Card, you keep drawing them throughout the game. Being stripped of all Renown Tokens mid-game doesn't absolve you from drawing Rivals.

Q: Some Rival Power and Equipment effects demand rolls of Solars before those foes are even faced. Ophilis Ses is a good example. He might escape Solars before a confrontation is even possible. Can I spend Essence for extra dice in rolls against such Power or Equipment effects? How about use Charms or Reward Cards against them?

A: The extra dice you can buy against a Rival are intended for the trait-versus-trait rolls that you make — for the direct confrontation you have. They can't be rolled against Rivals' powers or equipment effects. Charm and Reward Cards can be played to influence these effects, and count as the single uses

of these cards that are allowed in a month. Solars' Anima Banners do not work against Rivals' own Anima Banner, Power or Equipment effects.

Q: I am unable to get my Solar to the dominion occupied by my Rival before her plot comes to fruition. No other player agrees to try to resolve her for me, so I will suffer the shame of an unresolved Rival. However, my playing piece is in a dominion occupied by a Quest objective. Which applies first this month, resolving the Quest objective or suffering the effects of my Rival?

A: You resolve the Quest objective first in the normal order of initiative for the month. *After all players have performed their actions for the month, the effects of your unresolved Rival apply to you.*

Note the emphasis on that last sentence. This rule applies any time a Rival goes completely unaddressed by you or any Solar. Your loss of face occurs after all players' actions have been resolved that month.

Q: Okay, how about this: Instead of trying to resolve a Quest objective, I currently intervene against another player's Rival, even while I fail to get to my own.

A: The same answer applies. You make your bid against the other player's Rival in the normal order of initiative. After all players' actions have been resolved for the month, the repercussions of your own Rival apply to you.

Q: I don't get to my Rival in time to stop his plot, but my Solar does perform an action in that same month. How is my dormancy timed? Do I get to attempt my action on the map and plot my course to a new destination, or do I go dormant first?

A: All players' actions in a month are resolved before an unchallenged Rival's plot takes effect. So, you resolve your action in the month, and plot your Solar's course to his next destination. If you have to go dormant due to your Rival's activities, your Action Wheel marker is advanced an additional number

of months as appropriate. So, if your next course demands two months, and you have to go dormant for three months, you'll finally get to attempt your next intended feat in five months.

Q: Another player faces my Rival on my behalf, and loses. I also intend to perform an action in the same month. Can I still try if I should go dormant?

A: If your position in order of initiative for the month precedes the other player's, you can attempt your intended action and plot your next course. When your ally fails to defeat your Rival, your Action Wheel marker is advanced even further clockwise if you are forced to go dormant.

If your place in initiative for the month comes after your ally's failed effort, you go dormant immediately if you can't account for some of the Renown Tokens you're supposed to lose. You don't get to attempt your intended action for the current month.

RESOLVING EPIC QUESTS

Q: My Solar is currently involved in an Epic Quest. Can he also attempt to defeat Rivals and resolve ordinary Quest objectives when the opportunities arise?

A: Yes. You can manage your Solar's time between Epic Quest objectives, Rivals and ordinary Quest objectives in any way you like.

Q: I attempt to resolve an Epic Quest solo, and fail a roll to resolve an objective. Are my caste markers removed from the Epic Quest Card?

A: No. They remain, so "newcomers" must usually work toward remaining objectives on the card with your cooperation. That also means the Epic Quest is immune to being discarded at Calibration until you're ready to pursue it again. Remember that other Solars' caste markers may be placed on the Epic Quest if you're defeated in a contest between players.

Q: I cooperate with two other players to resolve an Epic Quest's objectives. However, I try to break out to

attempt the last objective alone. How is that handled?

A: Well, you alone would need to possess all the Renown Tokens demanded by the Epic Quest. Maybe you steal a last one you need from another player by attacking him...?

Otherwise, the ability to resolve the last objective solo requires you to get to its destination before anyone else does. If you all get there in the same month, you can still attempt it alone if your Action Wheel marker is on the innermost ring for the month. You are first to go in initiative order, and can declare your independence. Other players may be able to attack you before you can make your rolls. If they can't attack you or you win the struggle, you get to proceed with your attempt while they watch.

If one of the cooperating players' wheel markers is on the innermost ring for the month, the shared effort is attempted first. You could suddenly declare your independence and not contribute any dice. That lets you wait to try yourself when it's your action in initiative order. If the shared effort succeeds, the cooperating players win while you watch.

Q: Dace and Harmonious Jade have the Renown Tokens required to go on an Epic Quest, and bid them. They invite Swan along for the trait scores he offers, but ask Swan to bid no Renown. If an objective roll fails, does Swan have to forfeit a Renown Token?

A: No. Swan keeps his Renown since he bid none. If, however, he has any relevant tokens, he can bid them to make new attempts at the same objective in subsequent months.

Q: Swan and Arianna work together to resolve an Epic Quest, and complete the second objective. Dace then defeats Swan in a contest between Solars. As his prize, Dace adds his caste marker to those already on the Epic Quest Card. Can Swan and Arianna try to stop Dace from stealing or cooperating in the last objective of the Epic Quest?

A: Yes. Swan and Arianna can stage further contests with Dace to try to stop him from meddling

in the last objective, such as forcing him to go dormant for two months. Or they can try to resolve the last objective before Dace can reach the required elemental pole.

Since Dace's caste marker is on the Quest Card, he can try to resolve the last objective on his own if he has the required Renown Tokens. Or he's allowed to cooperate with Swan and Arianna if he's in the elemental pole with them at the same time. Dace may not even need to bid any Renown Tokens toward the shared effort if Swan and Arianna have already done so and don't revoke them.

Conflicts Between Solars

Q: In our game, two "teams" of Solars compete to be the winners. Multiple members of each team are in the same dominion at the same time to try to resolve the same Quest objective. How do we decide who can make the attempt?

A: Easy — the team to make the attempt has the best initiative for the month. That is, it has a member on the innermost ring of the wheel for that month. She wins her team first dibs on the Quest objective. One way for the second team to interrupt is to launch an attack on the first group, win the contest and hopefully steal first dibs on initiative by rendering one or more losers dormant.

The same scenario would apply if teams competed to be first to confront a Rival.

Q: Another Solar attacks me and forces me to go dormant for two months. During that time, my Rival's plot comes to pass. What happens? How is my next Rival handled?

A: You could try to get another player to confront your assigned Rival before the foe's plot takes effect. If that doesn't work, you suffer dishonor, lose Renown Tokens and could even add more months to your current dormancy. If another player stops your Rival, you save face. In either case, you draw a new Rival. The countdown to the new foe's plot begins from the month in which you resume activity, not from the current month.

Q: I occupy a dominion in which another Solar is currently dormant. Can I rob him of jade coins, a Reward Card or a Renown Token?

A: If you didn't defeat him in a contest between players, you can't take anything from him, even if he's dormant.

Charm and Reward Cards

Q: I play the Orichalcum Grand Goremaul Reward Card to attempt to resolve a Rival. What happens?

A: The attempt is almost like going face to face with the Rival and activating your Anima Banner, except you stage your attack from a distance and the weapon invokes its own trait (Resilience in this case). If you win the contest, the Rival is defeated. If he is victorious, you lose Renown Tokens but don't go dormant. In either case, the Rival Card is discarded. The same explanation applies for the "Orichalcum Powerbow" Reward Card.

Q: Can other players cooperate in dealing with a Rival when I use my "Orichalcum Grand Goremaul" or "Orichalcum Powerbow"?

A: Yes, you can cooperate. You may be up to three dominions away from the Rival, while other players' pieces must be in the same dominion as the Rival. All of your Action Wheel markers must be in the same month, as well. Rolls must involve Resilience or Stealth, as appropriate to the Reward Card played.

Q: I try to resolve another player's Rival, and fail. I play "Veil of the Fates" to ignore one of the Renown icons threatened by the Rival. Does the Rival's assigned player benefit from the card as well?

A: No. The card applies to you alone.

Q: My Solar cooperates with two others to resolve a Quest objective that calls for three Resilience successes. I play the "Ability Excellency" Charm. My Resilience is 4. Does it resolve the objective automatically?

A: If you attempted the objective alone, the card would resolve it automatically. Your 4 Resilience is higher than the three successes needed. However, when players cooperate on an objective, the number of successes required increases based on how many Solars are involved. In this case, your two allies raise the number of successes you need to five. That's too many for your "Ability Excellency" Charm to work.

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Play Summary

Setup

Each player begins with: a Solar Card, 3 Charm Cards, 5 jade coins and 5-7 Essence motes. Put players' game pieces on their starting locations, and on Calibration on the Action Wheel in order of initiative based on caste. Draw 5-7 Quest Cards and Dominion Cards. Locate initial objectives on the board. Shuffle the Epic Quest deck, discard two cards and turn the remaining three cards face up on the board.

Sequence of Play

Chart players' first actions of the game in order of initiative. Turn the Action Wheel dial to the first month of the year and resolve any actions in that month. Keep turning the dial to new months thereafter and resolve Solars' actions according to initiative each month. Players plot courses to next destinations after each action, unless dormant. Calibration is not counted as a month.

Quests: Resolve Quest objectives by rolling trait scores called for to get equal or greater number of successes listed. Cooperating players increase successes required. Award Spoils of War and Renown Tokens to successful players. Keep Quests with multiple objectives in play and draw a new Dominion Card to locate each new objective. Place players' Caste Markers on completed objectives. Discard completed Quests, and draw new ones along with new Dominion Cards.

Rivals: Deal a Rival to a player after he wins his first Renown Token, and continue thereafter. Draw a Dominion Card to locate each Rival on the board. Count down the months to the Rival's plot on the Action Wheel. Place both of a Rival's playing pieces accordingly.

When Rivals are confronted, review their Anima Banners, Equipment and other Powers. Solar(s) and Rival roll and compare successes. Winning Solars collect Spoils of War. Defeated Solars lose Renown Tokens shown, and/or go dormant. In either case, draw a new Rival and Dominion Card. When a Solar remains active, count down to his new Rival's plot from the current month. When a Solar goes dormant, count down to his new Rival's plot from the month when the Solar becomes active again.

Epic Quests: Players must meet Renown prerequisites, choose the Epic Quest to be pursued, and bid tokens. A player can cash in Renown Tokens; three-of-a-kind for one of another kind. Draw a Dominion Card for the location of the first objective. Make a resolution attempt as per a normal Quest objective. Cooperating players increase successes required.

Is the objective completed successfully? Place players' Caste Markers on it and draw a Dominion Card for the location of the next objective. Is the objective failed? One bid Renown is discarded per player. The objective remains in its current dominion.

Solar Contests: Solars need to be in the same dominion at the same time. Contests interrupt initiative for the month. The combatant on the innermost ring of the month declares the trait rolled. Extra dice can be bought, one die for two Essence motes to a limit on dice equal to your Renown Tokens (or to the highest tokens among allied players). Extra dice are bought in reverse order of initiative for the month. Dice rolls are compared. Winner(s) choose one fate for each loser: 1) Lose any jade, 2) Lose one Renown Token, 3) Lose one Reward Card, 4) Go dormant for 2 months, or 5) Force a Caste Marker onto a Quest or Epic Quest that's already underway by the defeated Solar. Appropriate Charm and Reward Cards can be used against other players, but Anima Banners cannot be.

Calibration: Discard one unused Epic Quest Card at random each Calibration. Apply the cataclysm detailed.

Quick Reference

Rolls of 7, 8, or 9 count as one success. Rolls of 10 count as two successes.

Players gain one mote of Essence for each month of a caste-affiliated season.

Charm and Reward Cards can be played at any time between actions, except when you're dormant. Each card can be used no more than once per month. Charms are used once and discarded. Rewards may be kept after use, but use may need to be paid for in jade.

Charm Cards can be cashed in for 1 Essence each, and Reward Cards for 1 jade coin each.

Players can trade or give away Reward Cards and jade coins.

Spend Essence to...

- Buy extra dice on rolls (1 mote for 1 extra die on Quest, Epic Quest and Rival rolls; 2 motes for 1 extra die on Solar contests)
- Activate Solars' Anima Banners (3 motes)

Spend Jade Coins to...

- Buy passage (1 coin for 1 extra dominion traveled in a month)
- Activate some Reward Cards
- Journey to an elemental pole (3 per Solar)