

Introduction

Gods of Olympus is a board game for 2-6 players where every player portrays a Greek god vying for the greatest prestige in the eyes of his or her fellow deities. Heroic quests, horrific monsters, the rise and fall of civilizations, and backstabbing play out on a map of ancient Greece.

Long ago, Zeus decreed that mankind should be cursed to compensate for the gift of fire that Prometheus had bestowed upon them against Zeus' specific orders. Zeus ordered that the first woman be fashioned, and that she should be beautiful, curious, and deceitful. Pandora was her name. She was given a box for safekeeping and told never to open it. However, curiosity got the best of her and she opened the box to see what it contained. Inside were all the evils of the world, which escaped as soon as lid was lifted. As soon as Pandora saw what was happening, she

slammed the lid shut. But, the evils were too quick for her. Pride, Anger, Lust, Envy, Greed, Gluttony, and Despair had all been loosed. Only Hope remained in the box.

At first, the gods were concerned. What was to become of mankind? Would the evils consume the world? Would the crops be blighted and the cities burned? Would today's divine feast in Olympus be delayed?

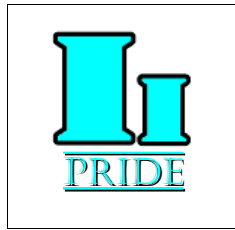
Rather than being the disaster they feared, the gods soon realized that inflicting the woe's of the world upon mankind was actually quite amusing. Forever is a long time to live, and after a millennium or two, things start to get repetitive. This was something new. Men could be easily manipulated through the evils and made to do all sorts of bizarre things. Sure, the blood, gore, and screaming got tedious rather quickly. But, at least there was finally something novel to do.

Materials

Game Board

- 4 Four-Sided Dice (d4)
- 12 Six-Sided Dice (d6)
- 4 Eight-Sided Dice (d8)

- 8 Hero Tokens
- 8 Monster Tokens



- 8 Market Tokens
- 8 Shrine Tokens
- 8 Town Tokens
- 6 City Tokens
- 6 Temple Tokens
- 6 Trade Center Tokens

13 Clear Class Tokens

- 20 ANGER Cards
- 20 DESPAIR Cards
- 20 ENVY Cards
- 20 GLUTTONY Cards
- 20 GREED Cards
- 20 HOPE Cards
- 20 LUST Cards
- 20 PRIDE Cards



12 God Cards

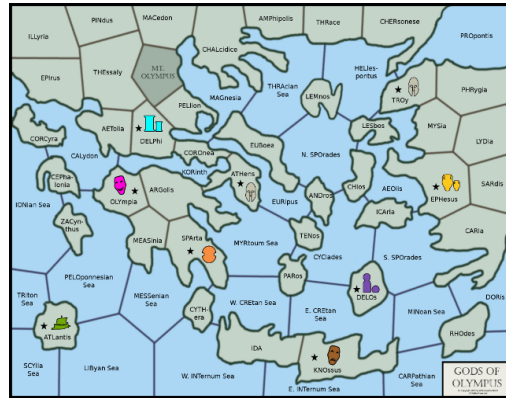


Each player gets a set of similarly colored tokens as follows:

- 10 Poker Chips
- 10 Army/Fleet Tokens

Further, each player needs paper and pencil and a Game Summary Sheet.

Materials



Game Board



Market Tokens



Trade Center Tokens



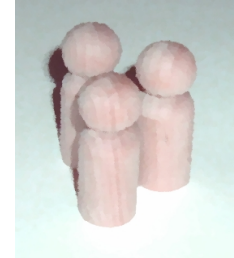
Shrine Tokens



Temple Tokens



Town Tokens

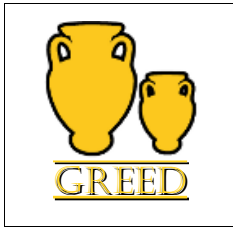


City Tokens



Army/Fleet Tokens

Setup



The resource cards of Anger, Despair, Envy, Gluttony, Greed, Hope, Lust, and Pride should be placed face up in their own individual piles next to the game board. Give each player a Game Summary

Sheet and 10 Poker Chips and 10 Glass Tokens of similar color.

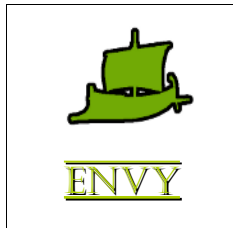
Play starts by shuffling the god cards and having each player draw one. Each player will portray the deity they drew throughout the game.

Next, all players may select any 6 resource cards of their choice, with no more than 3 cards coming from any one resource.

Small Groups

If you have fewer than five players, place clear glass tokens on the regions of Troy, Phrygia, Mysia, Lydia, Ephesus, Sardis, and Caria.

If you have fewer than four players, also place clear glass tokens on the island regions of Lesbos, Chios, Icaria, Ida, and Knossos. Players will not be able to build on or occupy these areas. You may ignore this rule if all players agree to de-emphasize military conflict.

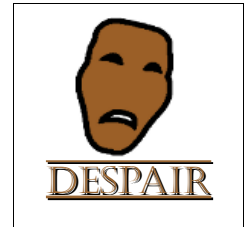


Game Flow

The game is played out in turns, each of which has four phases: Negotiation, Build, Attack, and Move. In the negotiation phase, players may discuss plans out in the open or in private. During this time, resource cards (described later) may be freely traded back and forth. But, otherwise, no player is bound by anything he says. Rather, after the negotiation phase, players write down the commands they wish to execute immediately before each of the following phases. So, commands are written before the Build Phase, before the Attack Phase, and before the Move

Phase. Whatever is written is what transpires in that phase, regardless of what players have previously stated or done.

Only valid orders are executed. So, if a player wrote an invalid command, that command is ignored, although his other orders are executed.



Winning the Game

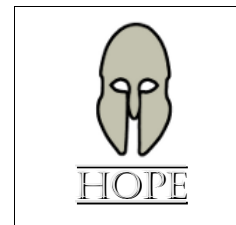
The first player to attain 15 Prestige points and hold them throughout one attack phase wins the game. See the Attack and Retreat Phase rules for more details.

Late Arrivals

Players that arrive late should draw a god card at random from those remaining. They should then get the normal starting resources, plus one additional resource of their choice for every turn that has passed. They may start participating in the next resource / negotiation phase.

Early Departures

Players that withdraw from the game early automatically lose. They should return their resource cards to the bank. Their units remain on the board. They will not attack, support one another, retreat, move, or generate resources, but the units will defend themselves if attacked.












Negotiation and Resource Phase

At the beginning of the negotiation and resource phase, players are given resource cards based on the god they selected at the beginning of the game, and the units they have built as described on the tables below. (This information is also provided on the deity card the player selected, which he should keep in front of him for reference throughout the game.)

God	Generates Every Turn	
Aphrodite	ENVY	LUST
Apollo	HOPE	PRIDE
Ares	ANGER	GREED
Artemis	ANGER	HOPE
Athena	DESPAIR	PRIDE
Demeter	DESPAIR	HOPE
Dionysus	GLUTTONY	LUST
Hades	ANGER	DESPAIR
Hephaestus	DESPAIR	LUST
Hera	ENVY	PRIDE
Hermes	ENVY	HOPE
Poseidon	ANGER	PRIDE
Zeus	ANGER	LUST

The Apple of Discord

If there is a single player with fewer Prestige Points than all others and is at least three points behind the leader, then that player is allowed to take a bite from the Golden Apple of Discord. At the beginning of the negotiation and resource phase, he or she gets one additional resource card of his or her choice.

Units	Generates Every Turn	
Land Monster	1 Despair per 2 monsters	
Sea Monster	1 Despair per monster	
Market	1 Greed per 2 markets	
Trade Center	1 Greed per trade center	
Shrine	1 Pride per 2 shrines	
Temple	1 Pride per temple	
City	1 Gluttony per city	
Town	1 Gluttony per 2 towns	
Army	1 Anger per 3 armies	
Fleet	1 Envy per 2 fleets	
Hero	1 Hope per hero	

Trading Resources

During this phase, players may trade resources freely amongst themselves. Further, any three resources of any one type may be traded for any 1 resource of another type. Finally, players occupying starred regions with a market may trade that region's signature resource for any other resource on a 2-for-1 basis. (See Market in the Build Phase rules for details.)

Trading Regions and Units

Trading or giving away occupied regions and/or units placed in regions is not allowed.

Units

Army

Armies generate Anger at a rate of 1 per turn for every 3 armies controlled by a god.



City

Cities generate Gluttony at a rate of 1 per turn controlled by a god.



Fleet

Fleets generate Envy at a rate of 1 per turn for every 2 fleets controlled by a god.



Hero

Heroes generate Hope at a rate of 1 per turn controlled by a god.



Land Monster

Land monsters generate Despair at a rate of 1 per turn for every 2 land monsters controlled by a god.



Market

Markets generate Greed at a rate of 1 per turn for every 2 markets controlled by a god.



Sea Monster

Sea Monsters generate Despair at a rate of 1 per turn controlled by a god.



Shrine

Shrines generate Pride at a rate of 1 per turn for every 2 shrines controlled by a god.



Temple

Temples generate Pride at a rate of 1 per turn controlled by a god.



Town

Towns generate Gluttony at a rate of 1 per turn for every two towns controlled by god.



Trade Center

Trade Centers generate Greed at a rate of 1 per turn controlled by a god.



Build Phase

During the Build Phase, players spend resource cards to place units on the board. This activity is governed by the following rules:

- 1.If a player attempts to build more than he currently is capable of buying in total based on the cards he holds, all of his build commands are invalid.
- 2.Further, if more than one player validly attempts to build at a given unoccupied location at the same time, nobody builds at that location.
- 3.If more than one player tries to build a unit and that purchase would leave one or more players attempting to make the same purchase type without tokens of that type to purchase, then nobody gets to build a unit of that type on that turn.
- 4.If a player tries to build an army but has no army tokens left, he is unable to do so.
- 5.Finally, if a player attempts to buy and fails for some reason, he must show that he had the resource cards to make the purchase in order to prevent other purchases that it blocks.

Mount Olympus

Mount Olympus is the dwelling place of the gods. It is a place reserved exclusively for the divine. You cannot build there and mortals of all sorts must keep out.

Poker Chips

Poker Chips are placed in regions to indicate which god controls it. They are needed for all units except armies and fleets, which are already identified by color. Only one poker chip per region is necessary. However, each player is allocated only 10 poker chips. If a player runs out, he will be unable to build in an unoccupied region. So, it is advisable to build multiple units within a single region when possible. If you lose all of your units in a region, then you must remove your poker chip from that region as well.

Stacking Limits

Throughout the game, only one token of a given type may occupy a given region at a time. For example, a region may contain only one army, one hero, and one shrine. Further, an upgrade for a given unit cannot exist in the same region as the unit type from which it was upgraded. So, a city cannot co-exist with a town, a temple cannot co-exist with a shrine, and a trade center cannot co-exist with a market.

At most, you can have one of each basic type on a region. So, you can have a hero, an army, a market, and a temple all occupying the same region. Any attempts to build or move units that exceed this stacking limit automatically fail.

Finally, land monsters and sea monsters are incompatible with all other unit types. So, a land monster cannot co-exist with a hero, market, shrine, city, or any other unit.

Build Costs Table

Units	Cost							
	Pride	Anger	Lust	Gluttony	Envy	Hope	Greed	Despair
Land Monster		1	1	1				
Sea Monster		2	2	2				
Market				1	1	1		
Trade Center ^P				1	1	1		
Shrine						1	1	1
Temple ^P						1	1	2
Town	1		1		1			
City ^P	2		2		2			
Army ^M					1		1	
Fleet ^{MP}								1
Hero ^M	2	2					2	

Army

Armies may only be built in areas already occupied by a city, market, shrine, town, trade center, temple, or hero of the purchasing god.



City Upgrade

Cities may only be built on a region where a town already exists. When built, a city token replaces the town token in the same area, making the town token available for purchase in the next turn's build phase.



Fleet

Fleets are actually built during the move phase rather than the normal build phase. See the description of Fleet under the Movement Phase for details.



Hero

Heroes may be built on any unoccupied land region or any land or sea region already occupied by the purchasing god (with the exception of areas occupied by monsters).



Land Monster

Land Monsters may only be built on unoccupied land regions. Land monsters cannot share a region with any other unit.



Market

Markets may be built on any unoccupied land region or any land region already occupied by the purchasing god. Only one market may occupy a given region. When built on one of the starred regions, a market allows the controlling player the ability to trade the starred region's signature resource for any other resource on a 2-for-1 basis starting on the turn after the trade center was built. The signature resources



for the various starred regions are as follows:

Starred Region	Signature Resource
Athens	HOPE
Atlantis	ENVY
Delos	GLUTTONY
Delphi	PRIDE
Ephesus	GREED
Knossus	DESPAIR
Olympia	LUST
Sparta	ANGER
Troy	HOPE

For example, Sparta's signature resource is Anger. Therefore, any player having a market on Sparta may trade 2 Anger for any 1 other resource.

Sea Monster

Sea Monsters may only be built on unoccupied water regions. Sea monsters cannot share a region with any other unit.



Shrine

Shrines may be built on any unoccupied land region or any land region already occupied by the purchasing god. Only one temple or shrine may occupy a given region.



Temple Upgrade

Temples may only be built in an area already occupied by a shrine of the same god. Only one temple or shrine may occupy a given region. When built, a temple token replaces the shrine token in the region, making the shrine token available for buy in the next turn's build phase.



Attack and Retreat Phase

Conflicts between opposing units are handled during this phase. Further, a winner will eventually be determined during this phase as described below.

Attacks

Units may not attack on the turn they are built, but they may always defend themselves and support neighboring regions in their defense.

Attacks on a region are made by rolling a number of dice on both sides. The number of dice and their type on each side equals the military strength of the force being used in the encounter. Each unit's military strength is described in terms of dice on the table below, so the combined military force of multiple units is the aggregate of these dice. So, if a force includes a city (3d6), a temple (1d4), an army (1d6), and a hero (1d8), its combined military strength is a dice pool consisting of 4d6, 1d4, and 1d8.

All Attacks are Simultaneous

If two forces attack one another, allocate the dice pools to each force as if each is attacking and compare their rolled results as described below.

One Region can Support Another

Regions neighboring an attacked region may also lend support in its defense. (If support is given, it may not be refused.) The support is provided by adding dice to the defender's dice pool. At most, a region may lend its entire military force to a neighboring region. Supporting regions do not risk losing forces.

Splitting Attack Forces

One region may split its forces in an attack. If this is done, then each the attack orders must describe which units are attacking and where those attacks are directed. The attacker's dice pool is split up accordingly.

Units	Military Force	Military Options
Army	1d6	Attack / Defend / Support
City	3d6	Attack / Defend / Support
Fleet	1d6	Attack / Defend / Support
Hero	1d8	Attack / Defend / Support
Land Monster	2d6	Attack / Defend
Market	1d4	Defend / Support
Sea Monster	3d6	Attack / Defend
Shrine	1d4	Defend / Support
Temple	1d6	Defend / Support
Town	1d6	Attack / Defend / Support
Trade Center	1d6	Defend / Support

Rolling the Dice

Once the dice pools of both sides of an attack are determined, they are rolled. Once rolled, the dice of both sides are laid out in order from highest value to lowest. The attacker's highest value die is compared to the defender's highest value die. Then the attacker's next highest die is compared to the defender's next highest die, etc. On each comparison, the higher die is the victor. Ties are ignored.

These comparisons continue for as many dice as are actually contributed by the attacking or defending regions engaged in the conflict. Any dice in excess of this amount are ignored. (So, if a defending region contributes two dice to the pool by itself, but an adjacent region contributes one more die to the pool, you roll three dice, but only consider the best two rolls.) Consequently, a supporting region can improve the *quality* of the

results in the supported region's dice pool, but it cannot improve the *quantity* of dice.

Further, if the number of dice in the resulting dice pool of one side exceeds that of the other side, those dice that are unmatched by an opposing die count as automatic victories. So, if the attacking region has three dice to consider in its dice pool after rolling, while the defender has only two dice, then the attacker will have one automatic victory. Any other victories will be determined by the dice comparisons.

Each victory inflicts a point of damage on the opponent (damage is discussed in more detail below).

Example 1: Suppose the attacker has an army and a city in Athens and those forces are attacking Argolis, which contains an army and a hero. The attack from Athens has a dice pool consisting of 4d6 (3 from the city and 1 from the army). The defender in Argolis has a dice pool consisting of 1d8 and 1d6 (from the hero and army, respectively). Suppose the attacker rolls and gets the following values: 6, 5, 3, 3. The defender, on the other hand, gets the following: 7, 4. In this case, the 6 is compared to the 7 and the 5 is compared to the 3. The 7 represents a victory for Argolis, while the 5 represents a victory for Athens. The two unmatched threes represent another two victories for Athens. In this scenario, Athens sustains 1 point of damage while Argolis sustains 3.

Example 2: Suppose we have the same forces as above, but the defender in Argolis is supported by a City in Sparta. In this case, another 3d6 are added to the defender's dice pool. In this scenario, suppose the attacker in Athens rolls the following: 6, 5, 3, 3. The defender in Argolis, on the other hand rolls the following with his supported dice pool: 7, 6, 4, 3, 2. Since the defender only has two dice that are actually contributed by the defending region (from the hero and the army), the defender can only take the top two rolls from his pool when doing

comparisons. So, his results are truncated after the second highest roll to give a result of 7, 6. Here, the attacker's 6 is compared to the defender's 7 and the attacker's 5 is compared to the defender's 6. The defender's 7 and 6 beat the attacker's 6 and 5 respectively. So, the defender inflicts two points of damage on the attacker. However, the attacker still has two additional unmatched dice in his dice pool that count as automatic victories. So, the attacker similarly inflicts two points of damage on the defender.

Taking Damage

Damage has the following effects on various units:

Before Damage	After Damage
Army	Destroyed
City	Town
Fleet	Destroyed
Hero	Killed
Land Monster	Killed
Market	Destroyed
Sea Monster	Killed
Shrine	Destroyed
Temple	Shrine
Town	Destroyed
Trade Center	Market

The token of a destroyed or downgraded unit is removed from the board and will be available for purchase on the next Build Phase.

A player may opt to have one mobile unit from a damaged region retreat (as described below under the retreating rules). Each such retreat mitigates one point of damage.

However, *all* of the damage inflicted on a region must be accounted for. So, if two points of damage are inflicted on a solitary army, it may

retreat to mitigate one point of damage, but the other point of damage destroys it.

Damage on an attacking force must be entirely taken on one of the attacking regions (attacker's choice) until all those are exhausted. For the defender, damage must be taken from the region being attacked. Units in supporting regions cannot be damaged in this manner. Note that if one region is going to support another region against attack, that command must be written down just like all other commands.

Taking Damage on Upgrades

If a city, temple, or trade center takes damage, it is normally downgraded to a town, shrine, or market as indicated on the table above. However, if there are no town, shrine, or market tokens available to represent its downgrade (possibly because they have all been purchased), then the unit is entirely destroyed instead. Although mandatory if only one point of damage is inflicted on a unit in this circumstance, the total destruction of an upgraded unit satisfies the requirements for two damage points.

Handling Multiple Attacking Players

If forces from multiple players attack the same region, the attackers' dice pools are handled separately. The defender decides how to split up his available dice against the attacks before they are rolled.

Cutting Support

If a region is attacked, it must use at least as many dice in its own defense as are being used against it, if possible, regardless of what other commands a player may have written for the units in the region. So, if a defender has a military dice pool of a size less than or equal to that of the combined forces attacking it, then it will have no dice available to support other regions or launch its own assault against a different neighboring region.

Retreating

Any units that are incapable of movement are also incapable of retreating (e.g. cities, temples, monsters, etc.). For those units capable of retreating, they may be moved into any adjacent region into which they may validly move except those that are adjacent to any force involved in the conflict with the retreating player's forces. If a unit has no place to which it can retreat, it is lost.

During retreat, an army cannot be converted into a fleet (since there is no time to build boats), although a fleet may land and be converted into an army.

Any unit that retreats during the attack phase loses any opportunity to move during the movement phase.

Uninvolved Units

If one region attacks another region and the attacking region contains units that cannot attack (such as shrines and markets), then those units that are not involved in the attack are not at risk of loss. Similarly, they cannot be used to sustain damage.

For example, suppose Athens contains a Temple and an Army and the player controlling Athens decides to attack Argolis. Only the Army at Athens can attack and, consequently, only the army at Athens can suffer the consequences of damage from the result of an attack. The Temple is not involved, and so cannot be used to take damage in lieu of the Army.

Winning the Game

At the end of the attack phase, Prestige Points are added up for each player to determine if a player can be declared the victor. Prestige Points are accumulated by building and holding various units throughout the game. A minimum of 15 Prestige Points are required to win the game. The number of points each unit is worth is listed on

the table below. In the case of ties, the game continues on to sudden death until one player has the greatest number of Prestige points over 15.

Units	Prestige Points
Army	0
City	3
Fleet	0
Hero	1
Land Monster	1
Market	1
Sea Monster	2
Orgy *	0
Shrine	1
Temple	2
Town	1
Trade Center	2

* Generates 1 Lust for every temple in play. See the Orgy description below for details.

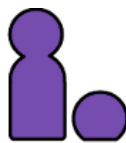
Army

Armies may attack any neighboring land region, be used in its own region's defense against land or water-based attacks, or be used in support of the defense of a neighboring land region.



City

Cities may attack any neighboring land region, be used in its own region's defense against land or water-based attacks, or be used in support of the defense of a neighboring land region.



Fleet

Fleets may attack any neighboring region (land or water), be used in its own region's defense, or be used in



support of the defense of a neighboring region.

Hero

Heroes may attack any neighboring land region, be used in its own region's defense against land or water-based attacks, or be used in support of the defense of a neighboring land region. A hero may attack or support water-based forces if he is accompanied by a fleet on water.



Land Monster

Land Monsters may attack neighboring land regions, but may not be used to support the defense of neighboring regions.



Market

Markets cannot attack neighboring regions. They are only defensive.



Orgy

Orgies are not built on any location. Rather, they are events that last only momentarily. If an orgy occurs, any player holding more than 10 cards must discard down to 5. Further, when an Orgy occurs, the player throwing the orgy gains 1 Lust for every hero, shrine, or temple he possesses. In addition, he gains one additional resource of his choice for every temple he controls.



Event	Cost	Generates
Orgy	1 GLUTTONY	1 Lust per Hero, Shrine, or Temple + 1 of any per Temple
	1 HOPE	

For purposes of determining who must discard cards, cards are counted *after* everyone has bought any orgies they have stated they were going to buy, but before they earn resources from their own orgies.

Only one orgy may be purchased by a given player every turn.

Sea Monster

Sea Monsters may attack neighboring land or water regions, but may not be used to support the defense of neighboring regions.



Shrine

Shrines cannot attack neighboring regions. They are only defensive.



Temple

Temples cannot attack neighboring regions. They are only defensive.



Town

Towns may attack any neighboring land region, be used in its own region's defense against land or water-based attacks, or be used in support of the defense of a neighboring land region.



Trade Center

Trade Centers cannot attack neighboring regions. They are only defensive.



Movement Phase

A unit cannot move into the same area from which any of the same force's units retreated in the previous phase unless that area is still occupied by at least one unit of the same god.

Only mobile units can move, and they may move only one space every movement phase. Units can only move into unoccupied regions and regions already occupied by the same player.

If more than one player validly attempts to move into the same unoccupied region at the same time, the player with the strongest remaining military force does so. In this case, the military force is determined purely by the number of dice in the force's dice pool. The size of the dice do not matter. On ties, nobody moves into the region.

Units	Cost	Mobile
Army	N/A	Yes
City	N/A	No
Fleet *	1 Despair	Yes
Hero	N/A	Yes
Land Monster	N/A	No
Market	N/A	No
Sea Monster	N/A	No
Shrine	N/A	No
Temple	N/A	No
Town	N/A	No
Trade Center	N/A	No

* Fleets are created in the movement phase rather than the build phase.

Army

Armies move one space at a time. They ordinarily only move from land areas onto other land areas, but may move onto water if their god pays the required expense to



convert it into a fleet. They may only move into areas that are unoccupied or which are already occupied by the same god in the movement phase (unless the region is occupied by a monster).

Fleet



Fleets move one space at a time. If they ever move onto land, they are immediately converted into armies (the boats are burned). They may only move into unoccupied areas or areas already occupied by the same god (unless the region is occupied by a monster).

Fleets are built in the movement phase by moving an army onto water. To do this costs the player 1 Despair. A fleet may be converted back into an army merely by moving onto land. The boats are burned, so returning to water requires a re-conversion from an army to a fleet. Only one fleet may occupy a given region at a time.

If a player writes orders to convert multiple armies into fleets on a given turn but does not have enough resources to convert all of them, then none of her armies are converted.

Hero



Heroes move one space at a time. They ordinarily only move from land areas onto other land areas, but may move onto water if the god has a fleet in the region on which he may board. He may also move onto water if he has not already moved that turn and is accompanied by an army converting into a fleet as it moves onto water. Further, a hero may move from one space occupied by a fleet to an adjacent area occupied by a fleet. Finally, a hero may disembark from a fleet to an adjacent land area without the fleet moving onto land with him.

Immobile Units

Cities, Markets, Monsters, Shrines, Temples, Towns, and Trade Centers cannot move.

Game Summary Sheet

Units	Cost								Generates	Prestige Points	Military Force	Military Options
	Pride	Anger	Lust	Gluttony	Envy	Hope	Greed	Despair				
Land Monster		1	1	1					1 Despair / 2	1	2d6	Att. / Def.
Sea Monster		2	2	2					1 Despair	2	3d6	Att. / Def.
Market				1	1	1			1 Greed / 2	1	1d4	Def. / Supp.
Trade Center ^P				1	1	1			1 Greed	2	1d6	Def. / Supp.
Shrine						1	1	1	1 Pride / 2	1	1d4	Def. / Supp.
Temple ^P						1	1	2	1 Pride	2	1d6	Def. / Supp.
Town	1		1		1				1 Gluttony / 2	1	1d6	Att. / Def. / Supp.
City ^P	2		2		2				1 Gluttony	3	3d6	Att. / Def. / Supp.
Army ^M					1		1		1 Anger / 3	0	1d6	Att. / Def. / Supp.
Fleet ^{MP}								1	1 Envy / 2	0	1d6	Att. / Def. / Supp.
Hero ^M	2	2					2		1 Hope	1	1d8	Att. / Def. / Supp.

^M Unit is mobile.

^P Unit requires a prerequisite to build.

Event	Cost	Generates
Orgy	1 GLUTTONY	1 Lust per Hero, Shrine, or Temple + 1 of any per Temple
	1 HOPE	