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v1

Apr 2019

Game: **EVIL HIGH PRIEST**

Publisher: **PETERSEN GAMES (2018)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

Evil High Priest

SETUP

Choose a **cult board** and return the others to the box. Place it, the **town board**, and the **ritual board** (facedown) on the table.

Place the 13 **elder sign** tokens faceup ('shattered' side down) on the cult board in the spaces marked with an elder sign icon. If necessary, follow any additional setup instructions as required by the cult board.

Shuffle the **chamber deck** and place it facedown on the draw space to the left of the **card display board**. Draw the top 3 cards and lay them out faceup on their spaces on the board. If a deck runs out during the game, shuffle its discard pile to form a new deck.

If you're using the generic monster card deck, place it anywhere on the table. If you're using expansions, shuffle all unique **monster cards** together, including just *one* generic *Deep One* card. Shuffle all **investigator cards** together. Place the decks in the same way as above. Alternatively, you can place the decks and the faceup cards anywhere on the table.

Each player places a **priest board** and a **sanctum board** in front of them, then place a **raid marker** and on the 0 space of the **raid strength track** on their sanctum board. Choose a color and take the **priest cultist** and 6 **acolyte cultists** of that color.

Each player places their priest and 2 of their acolytes on the **cultist pool** space on their priest board, and their remaining 4 acolytes on the **asylum** space on their sanctum board.

Shuffle the **priest deck**. Each player draws 1 card and places it faceup on the priest space on their priest board. Return the remaining priest cards to the box.

Select one person to be the first player and give them the **first player marker**.

In turn order (starting with the first player and going clockwise), each player takes starting **treasure** equal to their number in the order: ie. the 1st player gets 1 treasure, the 2nd player gets 2 treasure, and so on. Store starting treasure on the **exposed resources** space on your sanctum board.

Sort the **treasure**, **blood**, **magic**, and **spellbook** tokens by type.

PLAYING THE GAME

ACTION PHASE

1. Place cultists

The first player takes their turn by choosing 1 **cultist** (either their **priest** or one of their **acolytes**) from their cultist pool and placing it on an available action space on their priest board, the town board, the ritual board, or the cult board.

Then activate that space by paying any **cost** in resources outlined in broken red (some spaces have no cost) and gaining any **rewards** outlined in blue, and performing any other instructions on the space.

Then the other players, in clockwise order, each take a turn by placing one of their cultists in the same way. Continue taking turns in clockwise order until all players have placed all their cultists.

Only 1 cultist can be on a space at a time (unless a cultist has **skulked**) and only your priest may use the priest-only action spaces on the priest board.

When you run out of available cultists, skip your turn until all the other players also run out of them.

If you somehow receive a newly available cultist, you re-enter the Action phase when it's your turn, and you can place that new cultist.

2. Activate skulk space(s)

At the end of the Action phase, any cultists placed on the town board's **skulk** space(s) can now move to any town space (except *Providence*) and activate that location as normal, *even if the space is occupied by one or more cultists.*

If order of placement is an issue, each player in turn order places all of their skulking cultists, in whatever order they wish.

PREPARATION PHASE

Complete each step in turn order (starting with the first player and going clockwise):

1. Cultists on a ritual board space advance to the next space of the ritual. The player owning the cultist takes any reward on the new space. If a cultist is already on the last space of a ritual, return it to its owning player's cultist pool.

2. Remove all cultists from their current locations and return them to their owning player's cultist pool. Cultists performing rituals, on an asylum space, or trapped by a monster, stay where they are.

3. Any players with monster cards abilities triggered during the Preparation phase activate them now.

4. Players may rearrange their resources between their chambers and their exposed resources space.

Now begin a new round with a new Action phase.

COSTS AND REWARDS

To pay costs, take resources from your chamber cards and/or the exposed resources space on your sanctum board and return them to the supply. If you have to sacrifice acolytes, take them from anywhere *except* your escape space or asylum (you can even take them from the ritual board), and place them in your asylum.

You cannot use the cultist who triggered the action space to pay that space's cost.

To take rewards, take resources from the supply and place them on your chamber cards and/or the exposed resources space on your sanctum board. When you gain acolytes, take them from your asylum (if there are none there you don't get any), and place them in your escape space.

PRIEST BOARD

Priest ability: Place your priest cultist (only) here to use your unique priest ability. You can only use this ability once per game; flip the card face down or discard it after use.

Summon monster: Place your priest cultist (only) here, send an acolyte to your sanctum board's asylum space, and choose a monster card. You can only use this action space after the first investigator raid is resolved, and you can't use it if you have a monster in any of your lairs.

Rescue acolyte: Place your priest cultist (only) here, pay 2 treasure and 2 blood, and move an acolyte from your sanctum board's asylum space to the priest board's escape space.

Chanting: Place your priest cultist (only) here, choose a chamber from one of the 3 faceup chamber cards, and place it on a space on your sanctum board. If your sanctum has all 7 chamber spaces filled, you can still re-arrange your resources, and you can also choose to replace one of your chamber cards with a new one.

Escape: Place acolytes rescued from the asylum on this space. Your priest can never be placed here.

Acolytes on the escape space can't take actions, block investigator raids, or be used in any way.

You can also place an acolyte here as an action to earn 1 treasure.

During the Preparation phase, return all acolytes on the escape space to your cultist pool.

Cultist pool: This holds all the cultists currently available for placement during the Action phase.

Monster lairs: When you gain a monster card, place it on one of your empty lairs to gain a useful effect, resources, or other advantage. Once all 3 monster lairs are filled, you cannot draw or gain another until a lair is free. When you use a monster to defend against an investigator raid, discard it.

SANCTUM BOARD

Raid strength track: This track records your personal raid strength value during an investigator raid.

Exposed resources: Place any resources that you can't store on chamber cards here.

Sanctum spaces: Place your chamber cards on these spaces. Empty spaces can never hold any resources or provide any defense, and are skipped during a raid.

Asylum: All sacrificed acolytes (i.e. those used to pay a cost), as well as acolytes lost to abilities, monsters, or investigator raids, go to the asylum. Your priest can never be sent here. The asylum can hold up to 4 acolytes; extras go to your priest board's escape space.

Whenever you gain a cultist as a reward, take the cultist from your asylum and place it on your priest board's escape space.

Chambers: When you gain a chamber card, choose 1 of the 3 faceup available chamber cards and place it any *vacant* sanctum space. Then replace the card you just drew with a new one, placed faceup, from the deck.

You may then rearrange all of your resources among all your chambers and your exposed resources space, following the restrictions on the chamber cards. Place any excess on your exposed resources space.

You can *only* replace an existing chamber if all 7 sanctum spaces are already occupied by chamber cards (at which time you can also rearrange all your resources).

At any time, you may exchange 3 resource tokens of the same type in the same space for a single token representing 3 of those resources, or vice-versa.

A single token representing 3 resources still counts as 3 separate resources when occupying a chamber.

Investigator raids always start by hitting your exposed resources area, then moving deeper into your sanctum chamber-by-chamber, following the arrows on the shields.

Each chamber card has 3 characteristics:

Defense: how much the chamber weakens an investigator raid.

Resource: the type and number of resources the chamber can hold.

Special Power: a chamber's unique ability or weakness, if any.

White circles anywhere except on a chamber card represent any of the 3 *basic* resources: **treasure, blood, magic,** and **atomics**. You can't spend (or gain) a spellbook or elder sign in this way.

White circles on the chamber cards represent *any* resource: **treasure, blood, magic, spellbooks,** and **elder signs**.

TOWN BOARD

You may *not* place a cultist on a location if you can't or don't want to pay the costs of that space.

When a location requires you to pay 'any' resources, this means *any* combination of basic resources (treasure, blood, magic, and/or atomics).

Skulk spaces: In a 2-4 player game, up to 1 cultist may be placed on the main **skulk** space per Action phase.

In a 5 player game, up to 2 cultists may be placed per Action phase—one on the main skulk space and one on the skulk space marked '5 players only'.

At the end of the Action phase, a player who placed a cultist on a skulk space may place that cultist **on any town space** (except *Providence* – note the 'no skulk' icon) and activate the location as normal—*even if the space is occupied.*

RITUAL BOARD

At the start of the game the ritual board is facedown and no one can use it. **After the first investigator raid is resolved the board is flipped faceup and can be used.**

To start a ritual, place a cultist on one of the labeled ritual start spaces and pay the 2 treasure cost. You can't place a cultist directly on a space other than a start space.

During the Preparation phase, all cultists already on a start space (or an intermediate space of the *Dragon Ascending* ritual) advance 1 space, and then their owner immediately gains the listed rewards on the new space.

Cultists who are already on the final space of a ritual return to their owner's cultist pool.

A cultist that advanced to a ritual's final space (or an intermediate *Dragon Ascending* space) this turn stays on the ritual board and is not available to you during the next Action phase. The cultist can still be sacrificed (returned to its owner's asylum) during an investigator raid, or used for certain cult board functions.

CULT BOARD

The action spaces on the cult board can only be used in a restricted order. Elder signs must be **shattered** to allow progress on the board along the arrows.

Lock action spaces are associated with a single elder sign. By placing a cultist on the space and immediately paying the indicated cost, you **shatter** that elder sign and take the **elder sign token**. Place this with the other resources in your sanctum, its **shattered** side faceup.

There is only 1 elder sign associated with each lock space, so **each lock space can only be used once per game**, and each elder sign can only be shattered once per game.

If activating the lock space results in any other effect (eg. an investigator raid, or some benefit), this effect takes place immediately after taking the elder sign token.

Many lock spaces are linked to a **bonus action space.**

While the lock space is unactivated and its elder sign is intact (i.e. on the cult board) the linked bonus action space is **locked** and cannot be used. Once the elder sign is shattered, that bonus action space is **unlocked** (and the orange 'unlocked' arrow is revealed), and can be used as usual for the rest of the game.

If you just shattered an elder sign, and that unlocked a bonus action space, you have the option to immediately move your cultist from the lock action space to the bonus action space and activate it by paying its cost. However, you *may* shatter the elder sign (and take the token) without using the unlocked bonus action space, if that space has a cost which you can't or don't want to pay.

Once a bonus action space is unlocked, it becomes available for any player to use (like any other action space), once your cultist has moved off it or the linked lock space.

A cultist on the lock space blocks other cultists from being on the linked bonus space.

Progress on the cult board

When an elder sign is shattered, this also (usually) unlocks access to further elder signs on the cult board. If any **progression arrows** on the cult board connect from the newly shattered elder sign to other lock spaces, those spaces are now accessible to anyone. The arrows may originate from the lock space and/or the linked bonus space on the board.

On most cult boards, there is a lock space marked **Start** which must be used before any other spaces on the cult board can be used.

INVESTIGATOR RAIDS

Investigators usually trigger **raids** when a cult board lock space with one or more 🔫 icons is unlocked.

All players are raided, not just the player who triggered the raid.

To resolve an investigator raid, follow these steps in order, with all players acting simultaneously or in turn order:

1. **Determine the raiding investigator:** Roll 1 die to find out which investigator is raiding. On a result of 1-2, take the first faceup investigator card. On a 3-4, take the second, and on a 5-6 take the third.

2. **Check the investigator card:** Examine the investigator card and note any special abilities on the card.

3. **Roll dice:** Roll the number of raid dice indicated (each 🔫 represents one 6 sided die) and total the results to find the **raid strength**.

Take into account any modifiers to the number of dice, or the total of the results; but you must roll at least 1 die, and **you can never have a raid strength of greater than 18**, regardless of bonuses.

4. **Set personal raid strength:** Each player places their raid marker on the space of the raid strength track on their sanctum board matching the raid strength.

   From this point on, each player keeps track of the strength of their own investigator raid. If one player successfully blocks part or all of their raid, this confers no advantage to other players, who must still suffer the raid's full effects.

5. **Asylum defense:** Each player now *lowers* their personal raid strength by 1 for each acolyte they still have in their asylum or on their escape space. You can't choose to reduce or cancel this reduction.

6. **Cultist strike:** At any time during the raid, you can sacrifice your acolytes (you *cannot* use your priest) by moving them from anywhere to your asylum.

   Each sacrificed acolyte lowers your raid strength by 2.

   Once the 4 spaces of your asylum are full, extras go to your priest board's escape space. Sacrificed acolytes go to your asylum, but they *do not* count as part of your asylum defense for this raid.

7. **Monster strike:** At any time during the raid, you can sacrifice monsters in your lairs to lower your raid strength by the monster's **defense** rating. Place the sacrificed monster in the monster discard pile.

8. **Special strike:** Some cult boards have special units you can sacrifice or activate to lower your raid strength.

9. **Raid proceeds:** If you have any raid strength left, you individually track your raid as follows:

   a. All resources held in your exposed resources space are destroyed.

   b. The raid then proceeds chamber-by-chamber into your sanctum, following the direction of the arrows. Empty sanctum spaces (those with no chamber cards on them) are skipped.

      When the raid hits a chamber, reduce the raid strength by an amount equal to that chamber's defense rating.

   c. If the raid strength is still 1 or more after hitting a chamber's defense, the raid destroys all resources in that chamber, then proceeds to the next chamber.

   d. The raid continues until your raid strength is 0, or all your resources are destroyed.

10. **Replace investigator card:** When the raid is over, discard the investigator card and replace it with a new one, placed faceup, drawn from the investigator deck.

MONSTERS AND LAIRS

All monsters in the base game (the 'generic' monsters) have 5 defence and no special abilities. If you are playing with only the generic monsters, do not lay out 3 monster cards, just take the top card from the monster deck when you gain a monster.

If you're using a unique monster deck, choose one from among the 3 faceup monsters on display. After choosing, draw a replacement monster card from the deck and place it faceup to replace the one you took.

You can only have 3 monsters, one in each of your 3 lairs. You cannot draw or gain another until a lair is free. If your lairs are full and the monster is part of a reward from an action space or ritual you do not gain the monster part of that reward.

The only ways to discard an existing monster are by discarding it in a **monster strike** during an investigator raid, by activating an action space that lets you discard a monster, or by using its own discard ability.

Most monsters have a **special ability** that triggers at the specified time. If an ability activates when you sacrifice the monster during a raid, such an ability does *not* activate if you sacrifice the monster outside of a raid.

You can use the abilities of monsters in your lairs in any order you like, but you can only use each monster's ability once per phase.

If a dispute arises when multiple players activate special abilities, activate the abilities in turn order (starting with the first player and going clockwise around the table).

WINNING AND SCORING

When the last elder sign is removed from the cult board, the game immediately ends, and each player counts up their resources and totals their final score as follows:

Elder sign: 10 points each

Spellbook: 5 points each

Magic: 2 points each

Blood: 1 point each

Treasure: the player with the *most* treasure gains 5 points (on a tie, all players involved in the tie earns the 5 points). Everyone else gets 0 points for treasure.

Monsters, cultists, chambers, etc: 0 points

The player with the most points is High Priest of his deity, and wins the game. On a tie, all winners share the victory.

VARIANT: AGGRESSIVE INVESTIGATORS

If all players agree, instead of rolling 2 dice for a raid, roll 1 die and add 6. Instead of rolling 3 dice for a raid, roll 1 die and add 12. Investigator modifications are added or subtracted normally.

EVIL HIGH PRIEST

ACTION PHASE

1. Place cultists

In turn order, each player takes their turn by choosing 1 **cultist** (their **priest** or an **acolytes**) from their cultist pool and placing it on an available action space. Then activate that space by paying any **cost** in resources and gaining any **rewards**, and performing any other instructions on the space.

Continue taking turns until all players have placed all their cultists.

2. Activate skulk space(s)

Any cultists placed on the town board's **skulk** space(s) can now move to any town space (except *Providence*) and activate it as normal, *even if the space is occupied by one or more cultists*.

PREPARATION PHASE

Complete each step in turn order:

1. Cultists on a ritual board space advance to the next space of the ritual. Take any reward on the new space. If your cultist is already on the last space of a ritual, return it to your cultist pool.

2. Return all cultists from their current locations to their cultist pools. Cultists performing rituals, in the asylum, or trapped by a monster, do not move.

3. Activate any monster card abilities triggered during the Preparation phase.

4. Players may rearrange their resources between chambers and their exposed resources space.

Now begin a new round with a new Action phase.

COSTS AND REWARDS

To pay costs, take resources from your chamber cards and/or the exposed resources space on your sanctum board and return them to the supply. Take acolytes from anywhere *except* your escape space or asylum, and place them in your asylum.

To take rewards, take resources from the supply and place them on your chamber cards and/or the exposed resources space on your sanctum board. Take acolytes from your asylum and place them in your escape space.

CULT BOARD

Elder signs must be **shattered** to allow progress on the board along the arrows. By placing a cultist on a **lock action space** and paying the indicated cost, you **shatter** that elder sign and take the **elder sign token**. Place this with the other resources in your sanctum.

While a lock space is unactivated and its elder sign is on the board, any linked **bonus action space** is **locked** and cannot be used. Once the elder sign is shattered, that bonus space is **unlocked** and can be used by any player (once your cultist has moved off it or the linked lock space).

If you just shattered an elder sign and unlocked a bonus action space, you *may if you wish* immediately move your cultist to the bonus action space and activate it by paying its cost.

INVESTIGATOR RAIDS

Investigators usually trigger **raids** when a cult board lock space with one or more 🔫 icons is unlocked. **All players are raided.** Follow these steps, with all players acting simultaneously or in turn order:

1. **Roll 1 die to determine the raiding investigator.** 1-2: take the first faceup investigator card; 3-4: take the second; 5-6: take the third.

2. **Check the investigator card special abilities**.

3. **Roll the number of raid dice 🔫 indicated and total the results to find the raid strength.** You must roll at least 1 die, and **you can never have a raid strength of greater than 18.**

4. **Each player sets the raid strength** on their raid strength track.

5. **Asylum defense:** Each player must now *lower* their raid strength by 1 for each acolyte they have in their asylum or on their escape space.

6. **Cultist strike:** At any time during the raid, you can **sacrifice** your acolytes by moving them from anywhere to your asylum. **Each sacrificed acolyte lowers your raid strength by 2**.

7. **Monster strike:** At any time during the raid, you can sacrifice monsters to lower your raid strength by the monster's **defense** rating.

8. **Special cult board strikes.**

9. **Raid proceeds:** If you have any raid strength left, all resources held in your exposed resources space are destroyed. The raid then proceeds chamber-by-chamber into your sanctum. Empty sanctum spaces are skipped. When the raid hits a chamber, reduce the raid strength by that chamber's defense rating. If the raid strength is still 1 or more, the raid destroys all resources in that chamber, then proceeds to the next chamber. The raid continues until your raid strength is 0, or all your resources are destroyed.

10. **Replace investigator card**.