



NIGHTMARE CATHEDRAL

SOLO MODE
RULEBOOK

OVERVIEW

The world of dreams and Nightmares is never truly empty. There is an entity that grows ever stronger in the absence of dreamers. An ancient threat hidden away in the shadows, spawned from fears and doubts of those who only visit the dreamscape. Do you have the courage to face it? Do you have the strength and guile to become the only ruler of the realm?

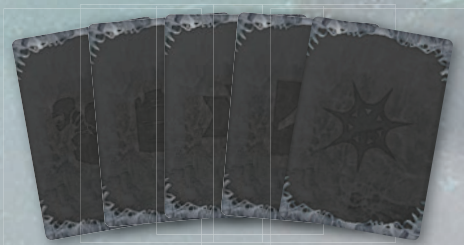
In these rules, “you” will refer to the lone human player, while “the King”, or “it” will refer to the automated opponent.

You may play against the King of Horrors with or without the Divergent Paths module.

SOLO-SPECIFIC COMPONENTS



1 Horror Die
(with values 2, 2, 3, 3, 4, 4)



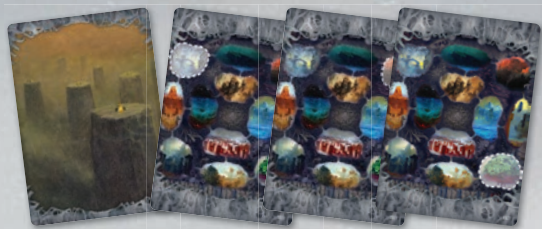
5 King of Horrors Action Cards



2 King of Horrors combat cards
(1 Basic Combat, 1 Advanced Combat)



8 King's Nightmare cards



12 Area Selection Cards

SOLO COMPONENTS NOTES

- **Dream cards:**

The Dream cards used for solo (and 2 player) all have a Suit icon printed in the corner. This is used for the King to determine scoring bonuses. The suit icons do not affect the player. Suit icons:



- **Combat cards:**

The King has its own starting combat cards. Follow the instructions on them for what to do with them if/when they are played during a combat.

- **King's Nightmare cards:**

These all have specific actions the King will take when commanding them. They differ somewhat from the abilities the regular Nightmare card has, but still retain the essence of each Nightmare's uniqueness.

SETUP

1. Set up the main board, card decks, and your own play area, as in a 2 player game.
2. For the King:
 - Place its 5 action cards in a row, similar to how a player's action cards are set up.
 - Place the Horror Die near its play area.
 - Take all the components of an unused colour for the King to use, except for the Shaper, which can be left in the box.
 - Take all Followers of a third colour. These pieces will be referred to as **Cultists** from now on, and they are **not Followers**. Put them besides the King's Followers for now.
 - Give the King 2 dreams from the Dream deck; place them face-up in its play area, one above the other (splayed vertically so you can see the VP on each), with the one worth the fewest VP on top - see example below:



- Give the King both its special Combat cards, and place them in a face-down pile near its action cards.

3. You place your Dreamer on a Night space of the Action Matrix as normal. To set up the King's Dreamer:
 - Place the King's Dreamer on the Day space corresponding to the Ritual action.
 - Place one Cultist each on every Day space of the Action Matrix, as shown below:



4. You select your starting corner area on the main board first. The King selects the next corner area clockwise from you, and its second area clockwise from that area; you must then set your second area counter-clockwise from your corner area. Set up the King's pieces on the board as you would for a human player, except the King does not use a Shaper. Seed the rest of the spaces as described in the 2 player rules. The board should now look something like this, if you are using red and The King is using green (grey units are shadows):



5. Once you have selected the nightmares to use this game, find the matching King's Nightmare cards and put them near its play area, in a row (left to right). Place 1 Cultist from the King's supply on the right-hand Nightmare.
6. You are the starting player.

GAMEPLAY

YOUR TURN

You play your turn as normal. You may interact with the King in any way you would usually do with a player, including initiating conflicts involving it.

CONFLICT AGAINST THE KING

To see how to resolve conflicts against the King, see *Resolving Conflicts Against the King* on page 9.

BUILDING THE CATHEDRAL STANDARD GAME

Whenever you build a piece of the Cathedral when using the Standard Game rules (and without the Divergent Paths module), you resolve the effect normally, while the King climbs its lower marker on the Ritual track by 1 step (regardless of the effect). If the **+III** space is reached, perform the steps as usual instead.

END OF YOUR TURN

THE KING CONFORMS

If the action you placed *your* Dreamer on is **ahead** of the King (see *King's Dreamer*, below), it Conforms:

- Place one Cultist on the Day space corresponding to the action being conformed to, and
- Place one Cultist on one of the King's Dreams (this may complete that dream - see *Completing the King's Dream* below.)

THE KING DISSENTS

Otherwise, it Dissents:

- Draw 1 card from the Development deck.
- If it is an Upgrade, tuck it below its matching Action.
- Otherwise, shuffle it into the King's hand for use in a future combat.

KING'S TURN

KING'S DREAMER

For the purposes of the King's Dreamer, consider the Action Matrix a **circle**, or a rondel if you will:



The King's Dreamer will be moving amongst the Day spaces, always clockwise. When moving from the Develop space, it loops around to the Ritual space, and so on.

A related concept is the action spaces “**ahead**” of the King. These are the **two** Day spaces clockwise of its Dreamer. For example, in the image above, where the King is on the Maneuver space, the Develop and the Ritual actions are “ahead” of it (labelled (1) and (2) respectively).



CULTISTS



Cultists will be placed by the King on Day spaces of the Action Matrix, on its own Action cards, and on Dreams in its player area. When discarding Cultists, return them to the King's supply. Cultists are not meant to be limited; in the unlikely case of them running out, use a suitable proxy.



TURN SEQUENCE



1. Roll the Horror die, and advance the King's Dreamer clockwise on the action matrix by the rolled value's number of **Cultists** (not spaces), starting from the Cultist on the space after the one it's currently on. The action space the King's Dreamer ends on is its chosen action for this turn.



Example: *The Horror Die's rolled value is 4. The King's Dreamer is currently on the Maneuver space. It counts the two Cultists on the Development space, then the one on the Ritual space, and finally the one on the Summon space. The final action location of the Dreamer is **Summon**.*

2. Move all cultists from the chosen space to the King's play area, onto the chosen action's card.
3. Calculate the **Power** of the action the King is about to take, one for each Cultist on the Action card plus one for each card tucked underneath it.
 - If the Power is 2 or 4, move one Cultist from the Action card to one of the King's Dreams (reducing the Power to 1 or 3, respectively).
 - If the Power is 6 or more, move Cultists from the Action card to the King's Dreams until the Power is 5, or no more Cultists remain.
4. Resolve the chosen Action with the remaining Power level (see below on how to resolve each action).
5. If the King has 0 or 1 incomplete Dream cards left in its supply, it replenishes them now - see *Refill Dreams* section on page 9.
6. You may now react (Conform or Dissent) as usual.
7. Return all Cultists from the King's action card back to its supply, then place 1 Cultist from the supply back on the action matrix, in the space the King's

Dreamer currently is (which will be the only one with no Cultists in it at present).

8. If playing the Standard Game, and it is not the first turn of the game: the King builds one piece of the Cathedral. You resolve the benefit as usual, while the King climbs its lower marker by 1 step on the Ritual marker. If the **+II** space is reached, perform the steps as usual instead.

If playing with the Divergent Paths module, you may choose which piece the King takes, however if it is not the highest level available one (red > yellow > gray), it still climbs 1 step on the Ritual track. It keeps the token regardless (it will score 1 VP at the end of the game instead of its printed effect).

COMPLETING THE KING'S DREAMS

The King will have two face up Dream cards in its player area at any point. The King is collecting Cultists on these cards. If a Dream card has as many Cultists on it as the number of VP it rewards for completion, the Dream is said to be completed.

When an effect instructs you to place a Cultist on one of the King's Dreams, place it on whichever Dream is missing **more** Cultists before it is completed. (In case of a tie, choose the lower one - the one it has had in play for longer.)

If there are no Dream cards face-up in its play area when it is trying to place Cultists on dreams, simply return those Cultists to the King's supply.

Immediately (even when the King is reacting on your turn) when one of the King's Dreams become completed:

1. Discard all Cultists from the Dream card back to the King's supply.
2. If playing with the Variable Length Game rules, for each shown on the card: the King builds a Cathedral piece.
 - The King climbs its lower marker by 1 step on the Ritual track, regardless of the printed effect. If the **+II** space is reached, perform the steps as usual instead.
 - If playing with the Divergent Paths module, you may choose which piece the King takes, however if it is not the highest level available one (red > yellow > gray), it still climbs 1 step on the Ritual track. It keeps the token regardless (it will score 1 VP at the end of the game instead of its printed effect).
3. Place the completed Dream card face-up in another area in the King's play area (separately from its incomplete cards). It will be counted during Final Scoring.

ACTION ACTIVATION

When resolving its actions, the King will have a Power of one, three, or five - depending on the number of cards tucked underneath the current Action card and the number of Cultists on the Action card itself, as described in step 3 of the King's turn procedure.

Depending on this Power, the King will resolve a progressively stronger version of each Action. This is indicated with multiple options on the card each preceded by a number in brackets: the row with the highest number that is equal to the current Power is executed - for example if the Power is 3, resolve the row beginning with [3].

The King does not upgrade its actions, merely increases their Power. The Power of an action is determined before resolution. If anything would increase it while it's being resolved (i.e. when adding an Upgrade card), it only affects future resolutions.

The King has a Unit Limit of 3 per area, which is increased to 4 per area (not for just one area like a player) once Stage 2 cards are added to the game. The King is limited by the number of its Followers in its supply, the same as you.

REMOVING FOLLOWERS

If the King is ever required to **remove** a Follower (e.g. for *Fortify* or *Perform a Ritual* actions), use the following criteria (evaluated separately for each Follower being removed) to determine which area to remove from:

- An area where it has more of its Followers than Fort levels (yours or its own).
- An area with the most of its Followers plus Fort levels combined.
- If the area with its Fortress is amongst the tied areas, remove the Follower from there.
- If still tied, use the area selection cards to randomly determine which of the tied areas the Follower is removed from.
- **Exception:** It never willingly removes its **last** Follower from any area. If it has only 1 Follower left in all areas it has presence in, it doesn't remove any more, but still resolves the rest of the action as if these Followers were removed.

DEVOURING UNITS

If the King is ever required to Devour units, it picks which owner's unit to devour based on the following:

- If it has fewer or equal devoured Followers than you, it prefers devouring *its own* Followers
- If it has fewer or equal devoured Followers than

- Shadow units, it prefers devouring *its own* Followers
- Otherwise, it prefers devouring *Shadow* units before *your* Followers.



PERFORM RITUAL



The King will remove 2/1/0 Followers (or as many as possible), i.e. the higher the Power of the action, the fewer that need removing.

Then roll the Die of Horrors, and depending on the result, climb either the lower (further back) or the higher (further forward) of the Kings' markers on the Ritual track, by the number of steps stated on the King's action card. In Stage 2, the King may also Command a Nightmare.

The King ignores the costs of the Ritual track spaces it moves to. It also ignores any printed bonuses on spaces it moves through/onto. Instead it gains the following bonuses:

- Whenever one of its markers enters a  space, in Stage 1 all of its areas produces 1 Follower, while in Stage 2 it commands a Nightmare.
- Whenever one of its markers enters a  space, add 1 Cultist to each of its Dreams.

SUMMON

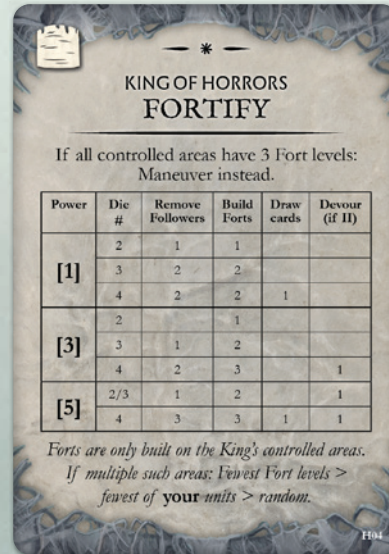


Depending on the Power of the action, areas it controls will produce Followers (more if it has Forts present). Additionally, the marked areas may also produce (or have shadows placed), even if that allows one of your Followers or a shadow to be placed.

The King respects its Unit Limit (3 in Stage 1; 4 in Stage 2), whenever a Follower cannot be produced due to Unit Limit, it is placed into an adjacent area instead (one the King does not control, select randomly if multiple options). This rule applies to productions triggered by the Ritual track as well (see above)..

If the King is running low on Followers in its supply and does not have enough to place all Followers it produced, select the area(s) with comparatively more of your units first, then the areas with more of its units to produce in. If tied, use the area selection cards to randomly determine which area it produces in from the tied options.

FORTIFY



If the Fortify action cannot be resolved because all of the areas the King controls have 3 Fort levels, resolve a Maneuver action of the same power instead. (You still conform/dissent to Fortify.)

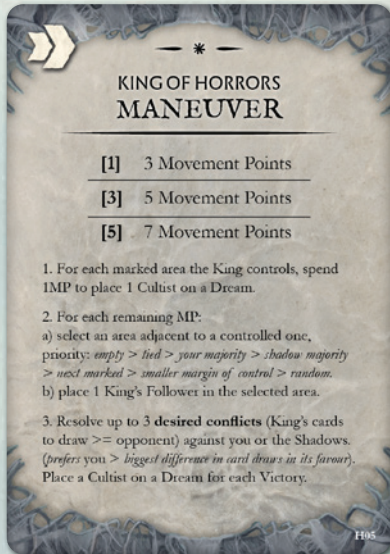
Roll the Die of Horrors. Depending on Power of the action and the value of the die, the King may do any combination of: removing Followers, building Fort levels; drawing cards to hand, and Devouring.

Fort levels are built in areas already controlled by the King. If there are multiple such areas, the new Fort level is built into:

- The area containing fewest (possibly zero) of the King's Fort levels.
- If tied, the area containing fewest of **your** units.
- If still tied, use the area selection cards to randomly determine between the tied options.

Evaluate these criteria individually per Fort level (if multiple Fort levels are being built). Remember, the area where the Followers are removed from, and where the Fort level is built, bear no relation to each other.

MANEUVER



Depending on the Power of the action, it will have 3/5/7 Movement Point to spend.

Firstly, for each marked area it controls, spend 1 MP (without moving any units) to place 1 Cultist on a Dream.

Then, for **each remaining** MP, do the following:

- Select an area it doesn't control and does not have relative majority in, that is **adjacent** to one it does control. For purposes of majority, Forts count as one, regardless of levels. (i.e. If you have a Fort and one Follower in an area, the King will not select this area if it has 3 or more Followers there already.)
 - If possible, select an empty area.
 - Amongst non-empty areas select an area *tied for majority* > an area *with your majority* > any other area.
 - If multiple areas of the same situation are available, select the one that is going to be a marked area sooner (i.e. the area that is going to be marked on the soonest upcoming turn takes priority.)
 - If multiple areas of the same symbol are available, select the one where fewest damage would result in a loss of control.
 - If still multiple areas are available, you may choose between the tied areas.
- In the selected area, place one of the King's Followers (from supply). If there is none remaining in supply, remove one from a different area first.

Finally, once all MPs are spent:

1. Take all the area selection cards for areas where any conflict could occur, shuffle them together, and draw one of them.
2. If there is a **desired conflict** in the selected area (see *Resolving conflicts against the King* below) the King triggers the conflict.

3. If there are multiple desired conflicts in the same area, it triggers fights involving **you** first, and fights where the combat strength is more in its favour (less in your favour).
4. If the conflict(s) in the selected area is not desirable, skip it, and put this card aside.
5. Repeat these steps until either 3 conflicts have been resolved, 3 cards have been drawn, or no more possible conflicts remain.

During this action, for each conflict the King *wins*, or each conflict **not** involving the King that *you* lose, place 1 Cultist on a Dream.

DEVELOP



Depending on the Power of the action, draw 2/3/4 cards from the Development deck, one by one. On higher Power, also place a Cultist on the Day space corresponding to the *Maneuver* and possibly the *Perform Ritual* actions, as indicated.

The first Upgrade card drawn (if any) is tucked under the matching Action card, permanently increasing the Power of that action. If no Upgrade cards are drawn (i.e. all drawn cards are Ploys), tuck the last drawn card under the Action card with the fewest cards tucked (your choice if tied).

All other drawn cards are immediately shuffled into its hand.

In Stage 2, the King additionally immediately commands a Nightmare..

RESOLVING CONFLICTS AGAINST THE KING

The King finds a conflict **desirable** if the odds are favourable:


- If the King is in the conflict, then the King's combat strength must be equal to or greater than the combat strength of the opponent.
- If the King is **not** in the conflict, then the Shadow's combat strength must be equal to or greater than yours.

Combat strength for *you* or *the King* = the number of the respective player's Followers in the combat area, plus 1 if they have a Fort present, OR the number of cards they have in their hand - whichever is lower. Combat strength for the Shadows is just the number of Shadow Units in the area.

A conflict involving the King (whether it occurs on its own turn or on your turn) is resolved the same way:

1. Shuffle the King's hand.
2. Both parties play their cards:
 - Draw and reveal cards from the King's hand for each Follower it has in the conflict area, plus one if it has a Fort present. If its hand has fewer cards than required, reveal all cards.
 - Conflict against **you**:
 - If you're controlling the conflict area (or the Shadow's control and you're the active player), you pick cards **after** revealing the King's cards.
 - If the King is controlling the conflict area (or the Shadows control and the King is the active player), you pick your cards **before** revealing the King's cards.
 - Conflict against **the shadows**: Order of reveal does not matter.
3. Calculate damages using the Attack and Defence icons as described in the core rules, and eliminate pieces accordingly.
 - The King's eliminated Followers return to its **supply**, it does not use **Limbo**.
4. Determine the winner, using the usual conflict rules.
 - If the King is forced to retreat, and multiple retreat options are possible, retreat them to the area with the fewest of the King's Followers (if still tied, use the area selection cards to randomly determine).

- Remember that if the King started the conflict (via its Maneuver action), it places 1 Cultist on a Dream for each conflict it wins.


5. If the King played either its basic Combat card and/or its Shield, return these card(s) to the King's hand. When returning the King's Shield to its hand, and the conflict was against you, you may discard a card from your hand to climb 1  step on the Ritual track. All other cards played by the King are discarded.

REFILL DREAMS

If the King has 0 or 1 Dreams left at the end of its turn, it takes new Dream cards from the display until it has 2:

1. Take the Dream card of a suit the King has scored the most of already.
2. Amongst scored suits with equal numbers, take the Dream with the **lowest** VP value.
3. Amongst cards with equal VP value, you can choose either card to give to the King.
4. If there is a face-up Dream already in play, place the new card *above/on-top-of* it (so that only the VP value of the old one and the Cultists on it remain visible).
5. Then, refill the Dream display.

COMMANDING NIGHTMARES

If the King has commanded both Nightmares already this turn, it skips this Command effect entirely. If the King reaches a  space due to a resolution of a Nightmare ability, it does **not** command another Nightmare (also skipping this Command effect entirely).

The King will control the Nightmare **without** the Cultist currently on it. It moves the Cultist onto this chosen Nightmare to note which it last controlled.

The King now carries out the effects shown on the respective King's Nightmare card. Whenever an effect instructs to move the Nightmare to an adjacent area matching a particular condition, and there are multiple applicable options, use the area selection cards to choose among them. Areas the Nightmare have been to during this resolution are excluded from the selection.





If there are no applicable areas, move into a random adjacent area, then resolve the Failure effect shown on the card.

Most effects are preceded by a multiplier like (2x) - they are resolved multiple times. Each resolution can succeed or fail separately.

See page 6 for the King's preferences when choosing whose unit to devour.

ENDGAME & SCORING

The end of the game is triggered by the same conditions as in the core game. Score the following:

- Both you and the King score for their markers' positions on the Ritual track, for Fort levels, and for Devoured Followers, as described in the core rules.
- Both you and the King score for Dreams completed, as described in the core rules.
- For each suit    , if the King collected 1/2/3/4/5/6/7 of that suit, it scores 0/1/3/6/10/15/21 additional VP.

- Additionally, you score normally for any Upgrades you played, as indicated on those cards.
- Additionally, the King scores:
 - 1 VP for each Divergent Path Reward tile claimed (if using Divergent Paths module)
 - 1 VP for every 3rd card it has remaining in its hand (including Basic Combat & Shield).

If after totalling these scores, you have **more** Victory Points than the King of Horrors, you have won. If you're tied, or you have fewer Victory Points, you have lost.

DIFFICULTY MODIFIERS

FOR A HARDER GAME

- Whenever it would climb 1 step on the Ritual track due to a Cathedral piece being built, it climbs 2 steps instead.
- The King starts with 1 or 2 powered-up actions already: Draw and tuck 1 card each from the Development deck under 1 or 2 actions of your choice.
- When the Devoured side-board comes into play, the King immediately adds 3 followers from its supply to the Devoured board (if it has less than 3 in its supply, it devours the extras it needs from the main board).
- The King auto-adds a Cultist to each new Dream worth 3+VP whenever it takes a new one (i.e. it effectively has a discount of 1 on completing all Dreams worth 3+VP).
- In final scoring, the King scores 1VP for any remaining combat cards in hand instead (excluding its own 2 starting combat cards).

FOR AN EASIER GAME

- When the King Conforms, it does not add a Cultist to the matching action.
- The King's definition of a "Desirable conflict" is being able to draw at least 1 **more** card than the opponent (i.e. not just at least equal).
- For the Perform Ritual action, the King only advances its markers a max of 2 or 4 spaces on the Ritual Track, instead of the stated 3 or 5, respectively.
- When the King commands a Nightmare, resolve the card's text one fewer times (to a minimum of 1x).

SOLO CREDITS

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SOLO PLAYER AID

END OF YOUR TURN

THE KING CONFORMS

If the action you placed *your* Dreamer on is **ahead** of the King, it Conforms:

- Place one Cultist on the Day space corresponding to the action being conformed to, and
- Place one Cultist on one of the King's Dreams

THE KING DISSENTS

Otherwise, it Dissents:

- Draw 1 card from the Development deck.
 - If it is an Upgrade, tuck it below its matching Action.
 - Otherwise, shuffle it into the King's hand for use in a future combat.

CATHEDRAL REWARDS

- All rewards for King: Climb 1 step with lower marker on Ritual track
- If **Divergent Paths**: keep reward token, if not highest level (red > yellow > gray), climb 1 step with lower marker on Ritual track


REMOVING FOLLOWERS


More of its Followers than Fort levels > most of its Followers+Fort levels > Fortress' area > random

COMPLETING THE KING'S DREAMS

Placing cultists on a Dream:

Dream that needs more Cultists > Bottom one.

If # Cultists on a Dream = VP value :
Dream is complete.

1. Discard Cultists from completed Dream
2. If Variable Length Game: Build Cathedral for each .
3. Move Dream to completed area.

KING'S TURN





1. Roll the Horror die, and advance the King's Dreamer clockwise on the action matrix by the rolled value's number of **Cultists** (not spaces), starting from the Cultist on the space after the one it's currently on.
2. Move all cultists from the chosen space to the King's play area, onto the chosen action's card.
3. Calculate the **Power** of the action the King is about to take, one for each Cultist on the Action card plus one for each card tucked underneath it. If the Power is [2], [4], or [6+], move Cultist(s) to Dreams.
4. Resolve the chosen action with [1], [3], or [5] Power.
5. Refill Dreams to 2 cards (suit it has more completed of > fewer VP > your choice).
6. You may now react (Conform or Dissent) as usual.
7. Return all Cultists from the King's action card back to its supply, then place 1 Cultist from the supply back on the action matrix, in the space the King's Dreamer currently is.
8. Standard Game, except first turn: Build 1 Cathedral piece.

DEVOURING FOLLOWERS

When multiple options in an area:

If King is not in the lead of devoured: prefer its own, Otherwise prefer Shadow > yours.

KING'S SCORING

- Ritual track, Fort levels, Devoured Followers as normal
- Printed value of completed Dreams
- For each suit     it scores 0/1/3/6/10/15/21 VP if it has completed 1/2/3/4/5/6/7 of that suit.
- 1 VP for every 3rd remaining card in its Hand
- 1 VP for every Divergent Path reward collected.