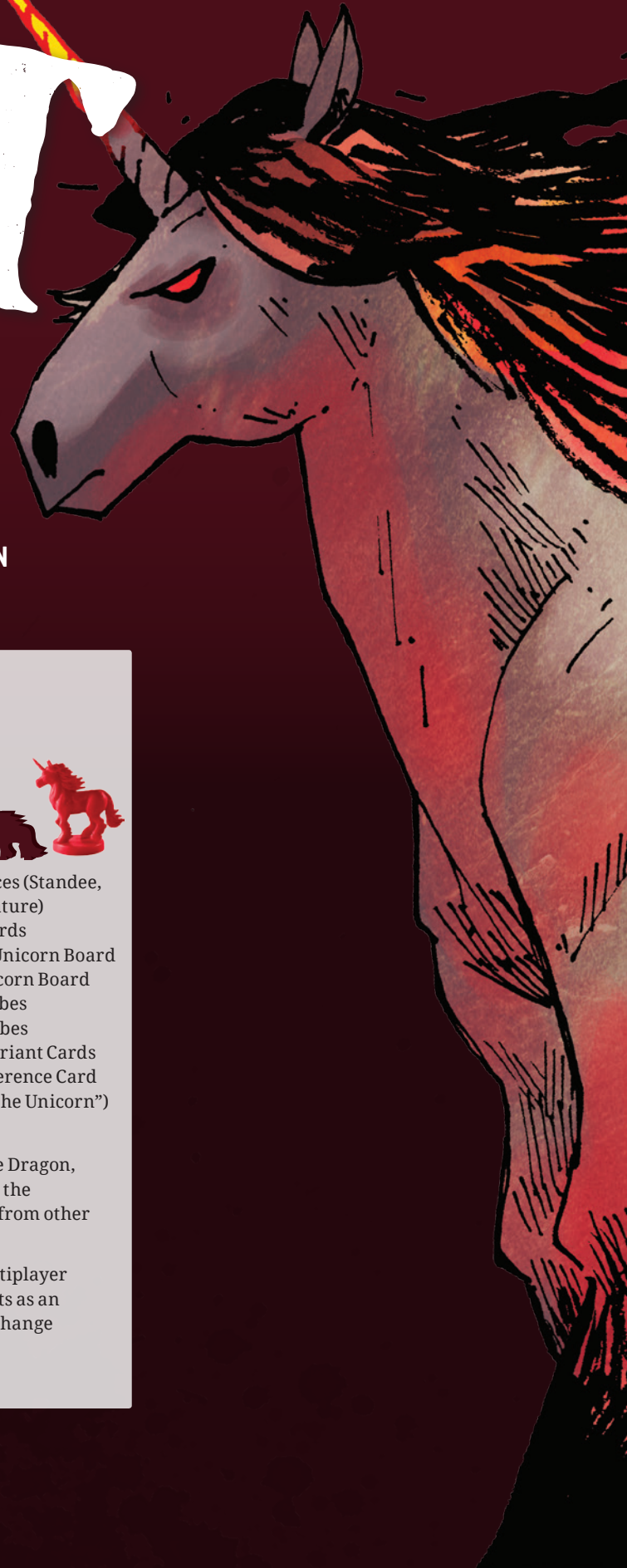# LEDERGAMES

VAST
THE FEARSOME FOES

EXPANSION BY
PATRICK LEDER
& KYLE WOELFEL

WITH ART BY
KYLE FERRIN

Components

3 Unicorn Pieces (Standee, Meeple, Miniature)
24 Unicorn Cards
1 Nightmare Unicorn Board
1 Shadow Unicorn Board
2 Tracking Cubes
21 Unicorn Cubes
5 Difficulty Variant Cards
1 Unicorn Reference Card ("Attacking the Unicorn")

The Nightmare Unicorn is a player role that replaces the Dragon. Like the Dragon, the Unicorn wants to escape the Cave, but rather than needing to wake up, the Nightmare Unicorn must siphon power from the Cave by exploring it and from other players by getting angry and attacking them.

The Shadow Unicorn is a non-player role that you can add to a solo or multiplayer game. The Shadow Unicorn doesn't have a victory condition, but rather acts as an antagonist. When you add the Shadow Unicorn to a game, one player can change their victory condition to killing the Shadow Unicorn.

ORIGINAL GAME BY
DAVID SOMERVILLE

The Nightmare Unicorn

Once a guardian of the overworld forests, the Nightmare Unicorn now haunts this dark place, shifting in and out of reality, manifesting when the terrible is afoot, anger boiling inside him. Compelled by dark magic for centuries, all he wishes now is to escape these depths, this bridle, to the bright place he once called home.

How to Win

Increase your Radiance to 9 by marking Crystals, collecting Treasures, and attacking other players, and then escape the Cave by entering the Entrance tile during your turn.

Setup

Use the Nightmare Unicorn board. Using the Tracking cubes, set your Health to 5 and your Anger to 1. Then, place Unicorn cubes on the 12 spaces of the Radiance track. Keep the remaining cubes in a supply near your player board.

Shuffle the Unicorn deck and draw 4 cards to form your starting hand.

At the start of your first turn, place the Unicorn piece on a Lit tile adjacent to the Knight, facing directly away from the Knight. If there is no Knight, instead place the Unicorn piece on the Entrance tile facing in any cardinal direction, away from other player pieces if possible. If no valid Lit tile is available and the Entrance is occupied by another player piece, place the Unicorn piece on an unoccupied Dark tile adjacent to the Entrance tile, and reveal the Dark tile.

> Unlike the other player pieces, the facing of the Unicorn piece matters because it determines the direction it moves. Keep the Unicorn piece clearly facing in one cardinal direction on the map. **Do not** change the Unicorn's facing unless directed by a card.

Turn Summary

The Nightmare Unicorn replaces the Dragon in turn order, after the Goblins and before the Cave.

Each turn, resolve the following phases in order:

1. **Perform Actions**
2. **Replace Hand and Reset Anger**

Your turn ends when you complete these phases.

STATISTICS

Spirit is the number of cards you draw to make your new hand at the end of your turn.

Pace is the maximum number of actions you can perform during your turn.

Armor helps you defend against attacks on other players' turn.

Clarity is the number of cards you reveal when forced to Teleport.

1) Perform Actions

During this phase, you may perform **actions** by playing cards from your hand. You may perform a number of actions per turn up to your Pace. *(You may track your actions by using extra Unicorn cubes in your supply.)*

When you have performed actions equal in number to your Pace, or if you choose to stop performing actions, move to the next phase.

The Unicorn has three actions: Move, Turn, and Teleport. You must complete an action before starting another.

To **Move** or **Turn**, you must play a card that shows "Move" or "Turn." After you resolve the action, discard the card.

Teleport works differently, since "Teleport" is not shown on any cards. To Teleport, you must play any two cards at once. Refer to **Teleportation** for more details.

Some Unicorn cards show an **angry action**. When you play an angry action, first increase your Anger by 1, then perform the listed action *(Move or Turn)*.

- During an angry action, you cannot mark Crystal tiles with Unicorn cubes or collect Treasures. *(Thus, you do not gain Radiance by doing so.)*
- As your Anger increases, your attacks deal more harm to other players. *(Refer to **Attacking** for more details.)*
- Your Anger cannot exceed 3.

As you perform actions, you will have the chance to mark Crystal tiles with your Unicorn cubes and to collect Treasure tokens, both of which increase your **Radiance**. *(Refer to **Radiance and Upgrades** for more details.)*

MOVE

Move your piece forward *(in the direction you are facing)* by the number of spaces listed on the card. You must move as many spaces as possible, up to the listed distance.

Whenever you enter a Dark tile, reveal it.

- When you orient this tile, you must connect an open edge to the tile from which you entered.
- If you haven't finished your Move, you must also orient this tile so you can move into the next space in a straight line, if possible. If you cannot orient the tile so you can move out of it, you stop moving.

Whenever you enter a space that holds another player piece, you immediately attack it. *(Refer to **Attacking** for more details.)*

If you **end** a Move on a Crystal tile that does not hold a Unicorn cube, you may place a Unicorn cube on it to gain 1 Radiance.

If you **end** a Move on a space with a Treasure token, you may collect it to gain 1 Radiance.

Outside your turn, you **cannot** mark Crystal tiles with cubes or collect Treasures, so you cannot gain Radiance.

TURN

Turn your piece in the direction shown on the played card by your choice of 90° or 180°.

If you are on a Crystal tile without a Unicorn cube, you may also place a Unicorn cube on it to gain 1 Radiance.

If your space contains a Treasure token, you may also collect it to gain 1 Radiance.

2) Replace Hand and Reset Anger

Discard all Unicorn cards in your hand, then draw cards equal in number to your Spirit. Whenever your Unicorn deck is empty, shuffle the discard pile to form a new deck before drawing.

Then, reset your Anger to 1.

Attacking

You attack immediately when you enter a space that holds another player piece. If a space holds multiple players, you choose which one to attack. Your attack always succeeds, regardless of the defending player's statistics *(such as Armor or Stealth)*.

When you attack, you deal the following effect based on your Anger:

- **The Knight** loses 1 / 3 / 5 Grit.
- **A Goblin Tribe** scatters / +Discards a Secrets card / ++Population is reduced to 0. *(These effects are cumulative.)*
- **The Dragon** discards 1 / 2 / 3 Power cards.
- **The Thief** is killed, and you draw cards equal to his Loot Drop Level + 0 / 1 / 2. At 3 Anger, the Thief also loses an upgrade *(but keeps the Treasure token)*.
- **The [Vile] Ghoul** skitters. At 3 Anger, it also discards a Terror card.

If your Anger is 3, you also gain 1 Radiance.

After attacking, you are forced to Teleport.

You can attack the same player multiple times per turn, but you only gain 1 Radiance the first time you attack that player on each turn.

Other clarifications to attacking players:

- If the Goblins have the *Trap* card face-up and choose to discard it, the targeted Tribe ignores the attack. You are still forced to Teleport, but you do not gain Radiance.
- If the Thief has the Unnatural Evasion upgrade and rolls successfully, he ignores the attack. After the Thief moves 1 space away, you are forced to Teleport, but you do not gain Radiance.
- When you attack the [Vile] Ghoul, you are forced to Teleport **after** it skitters.

An attack resolves before marking Crystal tiles or collecting Treasures. Because you are forced to Teleport immediately after attacking, you **cannot** mark your tile or collect Treasures there.

Other Players

Other players may choose to attack you. If the attacker has the victory condition of killing you, the attack causes you to lose 1 Health. After resolving the attack, you are forced to Teleport.

- **The Knight** can enter your space only if her Strength is **equal to or greater than** your Armor. If she enters your space, she attacks you. If her Strength is greater, the attack succeeds. If her Strength is equal, she must roll the Dragon die, and the attack succeeds only if the die affects the center space.
- **A Goblin Tribe** can enter your space only if its Strength is **greater than** your Armor. If it enters your space, it attacks you.
- **The Dragon** can enter your space freely, and he can freely attack you with Claw or

Scratch. Claw counts as eating 1 Goblin, Scratch counts as eating 3 Goblins. Hiss does not affect you. If you enter a space with a Flame Wall, you are forced to Teleport.

- **The Thief** can enter your space freely. If his Stealth is **greater than** your Armor, he can attack using Backstab by spending 3 Action cubes. The Thief cannot attack you with Pickpocket.
- **The [Vile] Ghoul** may spend movement points to enter your space regardless of its Attack, but it can attack you if its number of spent Ghoul discs *(Ghoul)* or Attack *(Vile Ghoul)* is **greater than** your Armor *(you are forced to Teleport after it skitters)*.

Other changes and clarifications to rules for other players are listed below:

- **The Knight** may complete her *Daring* Sidequest by attacking you. She may shoot you with the *Enchanted Bow* to force you to discard Unicorn cards, as if shooting the Dragon. After she resolves the shot, you are forced to Teleport. She may use the *Mighty Axe* for the Strength bonus, but **cannot** discard a Hero cube to increase damage.
- **The Goblins** may target you with *Hex* to force you to discard cards, as if targeting the Dragon.
- **The Cave** may target you with Soporific Spores to remove one upgrade of your choice *(but you do not lose Radiance)*. The Cave **cannot** affect you with Giant Bats.

Teleportation

The Unicorn can Teleport, moving from one space to another while ignoring all walls, effects, and player pieces on spaces in between. There are two ways to Teleport: you can **use the Teleport action**, and you can **be forced to Teleport**. If a rule refers to "Teleport" alone without stating "the Teleport action" or "forced to Teleport," the rule refers to both cases.

Each Unicorn card shows a grid with the Unicorn in the center space, which is your current space. The other spaces correspond to the surrounding spaces, and the marked space indicates the **destination** space of the Teleport. When Teleporting, orient the chosen card so the arrow (^) above the grid points in the same direction as the facing of your piece.

When you Teleport, pick up your piece and place it on the destination space, without changing your piece's orientation.

Next, if you are on a Dark tile, reveal it as if you had moved into it.

Then, if your space holds another player piece, you attack it. *(The attack will force you*

to Teleport again, so you won't continue to the next step for this Teleport.)

Finally, **only during your turn,** if you are on a Crystal tile without a Unicorn cube, you may place a Unicorn cube to gain 1 Radiance, and if you are on a space with a Treasure token, you may collect it to gain 1 Radiance.

THE TELEPORT ACTION

You can perform the Teleport action by playing **two cards** at once. Choose your destination from either card, and place your piece there. Ignore the destination on the other card.

- Do not perform the actions listed on these cards *(Move or Turn)*.
- Do not gain Anger, even if the played cards show angry actions.
- If you have only one card in your hand, you cannot perform the Teleport action.
- Though you play two cards to Teleport, it costs only one action.

Before the Collapse, you can use the Teleport action to move to an open space. When you do, you must place a Dark tile there, connect that space to the map using the fewest possible Dark tiles, reveal the destination Dark tile, and then place your piece there. *(All Dark tiles are provided by the Cave player, if present.)*

During the Collapse, you cannot use the Teleport action to move to open spaces.

Beware! Teleporting to empty spaces allows you to quickly escape from danger, but it also adds many more tiles to the map than normal movement does. Use it sparingly to prevent the Collapse from beginning too quickly, and to avoid helping the Cave player too much.

FORCED TELEPORT

When you are forced to Teleport, draw and reveal Unicorn cards equal in number to your Clarity, choose your destination from one revealed card, place your piece there, and then discard the cards you revealed.

You cannot be forced to Teleport to an open space. If none of the revealed cards show a valid destination, reveal more cards, one at a time, until you find a valid destination.

Radiance and Upgrades

Radiance represents the Unicorn's power, which he drains from the other players. **There are three ways to gain Radiance:**

- If you attack another player while at 3 Anger, gain 1 Radiance after resolving the attack.
- During your turn, if you **end** a non-angry Move, Turn, or Teleport on a Crystal tile *(even if it is smashed)* that does not hold a Unicorn cube, you may place a Unicorn cube there to gain 1 Radiance.
- During your turn, if you **end** a non-angry Move, Turn, or Teleport on a space with a Treasure token, you may collect it to gain 1 Radiance, returning the Treasure to the Cave. You may collect multiple Treasure tokens on a space, gaining 1 Radiance each.

If a Crystal tile with a Unicorn cube is collapsed, remove the cube with the tile, but do not return a cube to your Radiance track.

Each time you gain Radiance, remove a Unicorn cube from your Radiance track and place it on an upgrade space.

- An upgrade to **Spirit**, **Pace**, **Armor**, or **Clarity** immediately increases that statistic by the amount shown. *(If you upgrade Spirit, wait until the Replace Hand and Reset Anger phase to draw more cards.)*
- The **Unbridled** upgrade increases your Anger by 1 immediately. Also, during the Replace Hand and Reset Anger phase, your Anger resets to 2 *(not 1)*.
- The **Displacement Blast** upgrade gives you the Displacement Blast action. To perform this action, play a card but do not resolve its listed action. Instead, remove the marked tile shown on the card. You can only perform the Displacement Blast action once per turn.

You win if you gain 9 Radiance and then escape the Cave by entering the Entrance tile.

DRAGON GEMS

In games with a Dragon player, you may also collect Dragon Gems to gain Radiance. All of your rules that refer to Treasure tokens now also refer to Dragon Gems.

When you collect a Dragon Gem, you must roll the Dragon die:

- If the die affects the center tile, you do not gain Radiance (the Dragon Gem is a trap!) and you are forced to Teleport.
- If it does not affect the center tile, you gain 1 Radiance.

Then, return the Dragon Gem to the Dragon, regardless of the die result.

Forced Movement

When forced to move, rather than forced to Teleport, you cannot be moved through walls, onto Dark tiles, or onto spaces with other players.

If collapsing tiles would force you to move, you are instead forced to Teleport.

Terrain

The Unicorn interacts with Terrain tiles as follows:

- If you enter the **River**, you may immediately move for free in the direction of the current, as normal. If you move into the River during a Move, this free movement does not count against the listed number of spaces for your Move.
- If you end any Move or Teleport on **Magma** or a **Pit**, you are only forced to Teleport and are otherwise unaffected. You cannot move directly from one Pit to another.
- You cannot enter the impassable spaces on the **Canyon**, even with Teleport.
- You cannot Teleport onto a **Mushroom Forest** space that holds another player. If you are inside the Mushroom Forest, you cannot Teleport onto any space that holds another player, even a space outside the Mushroom Forest.

Simple Teleport Variant

Inexperienced players or players who prefer a simpler system can use this variant of the Teleport rules. You may decide to use this variant freely during setup. If you wish to switch to this variant or to the normal rules during play, you must announce this switch at the end of the Perform Actions phase.

In this variant, instead of matching the arrow (^) of the played card to the orientation of the Unicorn piece, face the arrow (^) directly away from your seating position at the table. While this variant will reduce your options somewhat, it drastically reduces the complexity of planning movement.

Player Variants

2+ PLAYERS

The Nightmare Unicorn is an alternative to the Dragon, so you can replace the Dragon in any variants that include him. Set up all other players as directed by the variant, and set up the Nightmare Unicorn normally.

If the variant instructs you to take the **Ash Dragon** Variant card, instead take a Unicorn cube from your supply *(not your Radiance track)* and place it on the first Armor upgrade space. Thus, the Unicorn's Armor starts at 2

instead of 1. This cube cannot be removed by the Cave.

In games without the Cave [Ghost], modify the standard rules for placing and removing tiles at the end of each player's turn as follows:

- Before the Collapse, i**f no Dark tiles were revealed during your turn**, place 1 Dark tile on the map adjacent to any other tile.
- During the Collapse, instead remove 3 tiles, regardless of whether tiles were revealed during your turn.

Modify the rules for specific role combinations as follows:

Unicorn vs. Dragon (+Any):

- Do not move any of the Dragon's Hunger cubes to Wakefulness during setup.
- The Unicorn takes his turn after the Dragon *(before the Cave)*.
- During setup, if everyone agrees, one player may change their victory condition to "Kill the Nightmare Unicorn by reducing his Health to 0." Players who do not have this victory condition can still attack the Unicorn, but their attacks only force him to Teleport, not to lose Health.
- If the Dragon changes his victory condition to killing the Unicorn, he must also awaken, come to the surface, and escape the Cave, as normal, in order to win.

Unicorn vs. Thief *or* **Unicorn vs. Cave vs Thief:**

- The Thief wins if he stashes 6 Treasures **or** if he kills the Unicorn.

SOLO

- Take the **Alone in the Dark II** Variant card.
- You win if you gain 9 Radiance and then escape the Cave.
- You lose if the Cave collapses.

Difficulty Variants

You can adjust the difficulty of the Nightmare Unicorn as follows:

- **Terror Pony (Easiest):**
  You must gain 7 Radiance.
- **Night Mare (Easy):**
  You must gain 8 Radiance.
- **Nightmare Unicorn (Standard):**
  You must gain 9 Radiance.
- **Dire Unicorn (Hard):**
  You must gain 10 Radiance.
- **Phantasm Unicorn (Expert):**
  You must gain 11 Radiance.

The Shadow Unicorn

It is said that a unicorn once roamed these caverns. Oh, how he wished to be free, to run again through the plains and forests, to rejoin with the light. But that was before, and he failed. Now he is a simple, wild beast, a shadow at home in the darkness. Do not cross him, for as riders break in their mounts, so will he break you.

How Players Win

The Shadow Unicorn has no victory condition. He simply wants you to lose.

In a solo game against the Shadow Unicorn, your victory condition changes to: "Kill the Shadow Unicorn. If playing as the Knight, Dragon, Thief, or [Vile] Ghoul, you must also escape the Cave by entering the Entrance tile." As normal, the Dragon must awaken and come to the surface before he can escape the Cave.

In a multiplayer game against the Shadow Unicorn, one player can change their victory condition to the one listed above. *(See Multiplayer Variant on page 7.)*

If the Cave collapses, everyone loses except for the Cave [Ghost] and the Shadow Unicorn. Also, if playing as the Knight or Dragon, you still lose if your Health decreases to 0.

> Throughout these rules, references to "you" do not refer to the Shadow Unicorn. Instead, "you" refers to the player who has the victory condition of killing the Unicorn. As a result, this player makes some decisions for the Unicorn.

Player Setup

Choose your role and set it up normally.

If playing as the Knight, take the Goblin Infestation Variant card and the Monster tokens. You may choose any difficulty level. *(The Monsters level is recommended, but first-time players may want to use the Normal or Tough Goblins level instead.)*

If playing as the Goblins, Thief, or [Vile] Ghoul, take the Flare Variant card.

If playing solo, do not take the Alone in the Dark Variant card.

The Shadow Unicorn is not designed for use against the Cave or Cave Ghost alone. If you wish to play as one of those roles, play a multiplayer game (page 7).

Unicorn Setup

Place the Shadow Unicorn player board near your player board. Using the Tracking cubes, set his Health to 7, and set the Revealed Crystals track to 0–2.

Draw 3 Unicorn cards and place them near his player board to form the **Spirit pile**.

On the Unicorn's first turn, place him on any Lit tile adjacent to your player piece, facing directly away. If there is no Lit tile available, place the Unicorn on an unoccupied, adjacent Dark tile and then reveal that tile.

> Unlike the other player pieces, the facing of the Unicorn piece matters because it determines the direction it moves. Keep the Unicorn piece clearly facing in one cardinal direction on the map. **Do not** change the Unicorn's facing unless directed by a card or a rule in this chapter.

Turn Summary

The Shadow Unicorn takes his turn after **all** players.

Each turn, resolve the following phases in order:

1. **Resolve Spirit Pile**
2. **Refresh Spirit Pile**

The Shadow Unicorn's turn ends when he completes these phases.

> **STATISTICS**
>
> **Spirit** is the number of cards he draws to form a Spirit pile at the end of his turn.
>
> **Armor** helps him defend against attacks during other players' turns.
>
> **The Unicorn's statistics improve as Crystal tiles are revealed, as shown by his Revealed Crystals track.** Count all Crystal tiles revealed throughout the game, even Crystal tiles that are revealed when being collapsed.

1) Resolve Spirit Pile

First, draw and reveal a card from the Spirit pile. Each card will prompt either a Move or Turn. Do not perform this action yet, because it may provoke the Unicorn to perform the **Rampage** action instead.

- Each **odd** card prompts a Move action **unless** the card shows an angry action. *(Odd cards are the first, third, fifth, and seventh cards drawn during this phase.)*
- Each **even** card prompts a Turn action **unless** the card shows an angry action. *(Even cards are the second, fourth, and sixth cards drawn during this phase.)*
- A card with an angry action prompts its listed action, regardless of whether the card is odd or even.

Then, check whether the Unicorn performs the prompted action or a Rampage. If the following two conditions are true, perform the Rampage action and do not perform the prompted action. *(The Unicorn does not Rampage on his first turn.)*

- **Is the prompted action a Move or any angry action?** *(If you want to change which actions provoke a Rampage, see Difficulty Variants.)*
- **Is any player piece, except the [Cave] Ghost, visible to the Unicorn?** (*Visibility is defined in* **Vast: The Crystal Caverns** *on page 5.*) The facing of the Unicorn piece does not affect visibility. *(He can smell you.)*

If the Unicorn does not Rampage, resolve the prompted action *(Move or Turn)*.

Finally, if the Spirit pile is not empty, repeat this phase. If it is empty, move to the next phase.

MOVE

First, if the Unicorn piece is facing a wall, turn it right until it faces an open edge.

Then, move the Unicorn forward *(in the direction of his facing)* by the number of spaces listed on the card.

Each time the Unicorn enters a new space, follow these steps in order:

1. If he is on a Dark tile, reveal the tile.
2. If the space holds another player piece, he attacks it.
3. If the space holds a Unicorn cube, he Teleports.
4. If the Unicorn is facing a wall, he marks the tile with a Unicorn cube, and then turns right until he faces an open edge.

> Teleporting or attacking will move him to a new space, returning him to step 1.

The Unicorn must move as many spaces as possible, up to the distance listed on the revealed card. If the Unicorn Teleports for any reason, ignore any remaining movement prompted by the revealed card.

Whenever he reveals a Dark tile, you must connect an open edge to the tile from which he entered. If he hasn't finished his Move, you must also orient this tile so he can move into it, if possible. If you cannot orient the tile so he can move into it, he stops moving.

RAMPAGE

Turn the Unicorn piece to face the target and move it to the space with the target. Then, the Unicorn attacks the target.

The Unicorn **cannot** target the [Cave] Ghost.

If multiple Goblin Tribes are visible, he targets the Tribe with the highest Strength, regardless of distance. If these Tribes have equal Strength, he targets the closest of these Tribes. If they are at equal distance, you choose which one he targets.

During a Rampage, he **does not** immediately Teleport when he enters a tile that holds only a Unicorn cube *(as he would during Move)*. Instead, he continues moving to his target.

TURN

Turn the Unicorn piece in the listed direction until the piece faces the first open edge.

2) Refresh Spirit Pile

First, form a new Spirit pile by drawing Unicorn cards equal in number to his Spirit. If you must draw cards but the Unicorn deck is empty, shuffle his discard pile to form a new deck before drawing new cards.

End-of-Turn Tile Placement

In games without the Cave [Ghost], modify the standard rules for placing and removing tiles at the end of each player's turn as follows:

- Before the Collapse, i**f no Dark tiles were revealed during your turn**, place 1 Dark tile on the map adjacent to any other tile.
- During the Collapse, instead remove 3 tiles, regardless of whether tiles were revealed during your turn.

The Shadow Unicorn never places or removes tiles at the end of his turn.

Attacking

Whenever the Unicorn enters a space with a player piece, he attacks it. However, the Unicorn cannot attack the [Cave] Ghost.

The Unicorn's attack **always** succeeds, regardless of the defender's statistics. When he attacks, he deals the following effect:

- **The Knight** loses 1 Health.
- **A Goblin Tribe** scatters.
- **The Dragon** loses 1 Health.
- **The Thief** is killed.
- **The [Vile] Ghoul** skitters.

After resolving the attack, he Teleports.

Other Players

Other players may choose to attack the Shadow Unicorn.

- **The Knight** can enter the Unicorn's space only if her Strength is **equal to or greater than** his Armor. If she enters his space, she attacks him. If her Strength is greater, the attack succeeds, so he loses 1 Health. If her Strength is equal, she must roll the Dragon die, and the attack succeeds only if the die affects the center space.
- **A Goblin Tribe** can enter the Unicorn's space only if its Strength is **greater than** his Armor. If it enters his space, it attacks him. The Unicorn loses 1 Health, the Tribe scatters, and the Goblins lose 1 Rage.
- **The Dragon** can enter the Unicorn's space freely, and the Dragon can freely attack the Unicorn with Claw or Scratch. Claw counts as eating 1 Goblin and causes the Unicorn to lose 1 Health. Scratch counts as eating 3 Goblins and causes the Unicorn to lose 1 Health. Hiss does not affect the Unicorn. If the Unicorn enters a space with a Flame Wall, he Teleports but is otherwise unaffected.
- **The Thief** can enter the Unicorn's space freely. If the Thief's Stealth is **greater than** the Unicorn's Armor, the Thief can attack with Backstab by spending 3 Action cubes, causing the Unicorn to lose 1 Health.
- **The [Vile] Ghoul** may spend Movement to enter the Unicorn's space regardless of its Attack, but it can attack him only if its Attack is **greater than** his Armor *(the Unicorn Teleports after the Ghoul skitters)*.

After being attacked, the Unicorn immediately Teleports.

Other changes and clarifications to rules for other players are listed below:

- **The Knight** may complete her *Daring* Sidequest by attacking the Unicorn. She may shoot him with the Enchanted Bow to force him to discard Unicorn cards from his Spirit pile, as if shooting the Dragon. After she resolves the shot, he is forced to Teleport. She may use the Mighty Axe for the Strength bonus, but **cannot** discard the Hero cube to increase damage.
- **The Goblins** may target him with Hex to force him to discard Unicorn cards from his Spirit pile, as if targeting the Dragon.
- **The Cave** cannot affect him with Giant Bats.

Teleportation

Whenever the Unicorn enters a space with a Unicorn cube, attacks a player, or is attacked by a player, he then Teleports. Keep the facing of the Unicorn piece the same.

When he Teleports, draw and reveal a Unicorn card, and place the Unicorn piece on the destination shown on that card. Always orient the card so the arrow (^) points in the same direction as the Unicorn piece.

- **Before the Collapse**, if he would Teleport to an open space, then add a Dark tile there, connect it to the map with the fewest possible Dark tiles *(all Dark tiles are provided by the Cave player, if present)*, and then place the Unicorn piece there.
- **During the Collapse**, if he would Teleport to an open space, then collapse 3 tiles. After collapsing, draw more cards, one at a time, until a valid destination is found, and place the Unicorn piece there. Do not collapse more tiles during this Teleport if more invalid destinations are drawn.

After placing the Unicorn piece, follow these steps in order:

1. If he is on a Dark tile, reveal the tile as if he had moved to it.
2. If the space holds another player piece, he attacks it.
3. If the space holds a Unicorn cube, he Teleports.
4. If the Unicorn is facing a wall, he marks the tile with a Unicorn cube, and then turns right until he faces an open edge.

If the Unicorn is ever on a tile that collapses, or on a tile with no open edges, he immediately Teleports.

> The Unicorn's movement and teleportation can expand the map quickly in unpredictable directions, so make sure that you have more table space than normal.

Difficulty Variants

The Shadow Unicorn does not use Difficulty Variant cards. Instead, you can adjust which prompted actions will provoke the Unicorn to Rampage as follows:

- **Easy**: Rampage is only provoked by an angry action *(not by a non-angry Move or Turn)*.
- **Medium**: Rampage is provoked by a Move or an angry action *(not by a non-angry Turn)*.
- **Hard**: Rampage is provoked by any action.

Multiplayer Variant

In games with multiple players, if everyone agrees during setup, one player can change their victory condition to "Kill the Shadow Unicorn. If playing as the Knight, Dragon, Thief, or [Vile] Ghoul, you must also escape the Cave by entering the Entrance tile." The other players will use their standard victory condition for the given player variant.

When selecting a multiplayer variant, do not count the Shadow Unicorn as a player.

The Shadow Unicorn follows the rules for solo play with the following changes:

- On the Unicorn's first turn, **the player whose goal is killing the Unicorn** places the Unicorn piece, following the setup rules for solo play.
- Only the player with the victory condition of killing the Unicorn can decrease the Unicorn's Health by attacking. Other players may attack the Unicorn, but doing so will **only** force the Unicorn to Teleport.
- When the Unicorn performs a Rampage, determine which player piece the Unicorn targets in the following order of priority:
  1. The visible player piece whose victory condition is killing the Unicorn *(if any)*.
  2. The closest visible player piece.
  3. A random visible player piece.
- If another player has the victory condition of killing the Knight, then when the Unicorn attacks the Knight, she loses 5 Grit instead of losing Health.
- If another player has the victory condition of killing the Dragon, then when the Unicorn attacks the Dragon, he discards 2 Power cards instead of losing Health.
- If the Unicorn kills the Knight or the Dragon and no other player's victory condition is to kill her or him, that player is eliminated but play continues. Skip their turn for the rest of the game.

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