

Weather Unicorn



When discarding a tile, place the Unicorn on any tile in the Leftover zone.

At the end of each round, if the Unicorn occupies a tile in the Leftover zone, use that tile's terrain instead of determining the terrain by the usual majority and tie-breaking rules.

Setup

Use one Unicorn figure, regardless of player count. Return any additional Unicorn figures to the box. Place the Unicorn beside the Leftover zone on the Game board. Do not combine with another Unicorn variant.

Rules

During each *Tile Placement Phase*, players take turns. Each player completes their entire turn before the next player begins.



When discarding a tile, you may place the Unicorn on **any tile in the Leftover zone**. If the zone is empty, the Unicorn doesn't move. You may reposition the Unicorn before or after you fully resolve the special move. Repositioning the Unicorn grants no action. You may reposition it again whenever you discard another tile to perform a special move during the same *Tile Placement Phase*.

End of the round

At the end of each round (**after the 5th, 10th and 15th draft**), resolve end of round movement as follows:

- If the Unicorn occupies a tile in the Leftover zone, use that tile's terrain instead of determining the terrain by the usual majority and tie-breaking rules. Otherwise, determine the terrain as usual.
- All players resolve end of round movement using the selected terrain and their animals' usual movement rules.
- Return the Unicorn beside the Leftover zone, then clear the zone as usual.