

Card Name	Type	Tier 1 Effect	Tier 2 Effect	Tier 3 Effect	Description
Pawn Resurrection	Healer	Revive 1 pawn	Revive 2 pawns	Revive 3 pawns	Revives a captured pawn
Knight's Second Wind	Healer	Revive a knight	Revive a knight + a pawn	Revive a knight anywhere	Revives a captured knight
Divine Intervention	Healer	Roll 18+ to revive any piece	Roll 15+ to revive any piece	Roll 12+ to revive any piece	Chance-based revival for any piece
King's Blessing	Healer	Shield king for 1 turn	Shield king for 2 turns	Shield king for 3 turns	Shields king from one attack
Sacrificial Revival	Healer	Sacrifice 1 piece for revival	Sacrifice 2 pieces for revival	Revive any piece without sacrifice	Revive pieces at the cost of others
Double Move	Strategic	Move 2 pieces this turn	Move 2 pieces twice	Move any 3 pieces	Allows multiple moves in a turn
Swap Tactics	Strategic	Swap two pieces	Swap two of opponent's pieces	Swap any two pieces on the board	Swaps positions of pieces
Castle Anywhere	Strategic	Castle ignoring one condition	Ignore all castle conditions	Castle any two pieces	Breaks castling rules
Pawn Promotion Boost	Strategic	Promote at rank 7	Promote at rank 6	Instantly promote any pawn	Boosts pawn promotions
Force Exchange	Strategic	Swap 1 piece	Swap 2 pieces	Swap any piece including kings	Forces both players to swap a piece
Drunk Pawn	Funny	Moves 1-2 tiles randomly	Moves 1-3 tiles randomly	Moves 1-4 tiles randomly	Pawn moves randomly
Moonwalking Bishop	Funny	Moves backward 1 turn	Moves backward 2 turns	Moves backward for the whole game	Bishop can only move backwards
Teleporting Rook	Funny	Teleport to a random file	Teleport to any file	Teleport to any empty square	Rook teleports randomly
Speed Run	Funny	Move a pawn forward 3 tiles	Move a pawn forward 5 tiles	Pawn instantly reaches back rank	Pawn rushes forward
Royal Escape	Funny	Move king like knight for 1 turn	Move king like knight for 2 turns	Move king like knight for whole game	King moves like a knight temporarily
Meteor Shower	Chaotic	Destroy 2 squares for 1 turn	Destroy 4 squares for 1 turn	Destroy 6 squares for 2 turns	Meteor destroys parts of the board
Dimension Shift	Chaotic	Expand/shrink 1 row/column	Expand/shrink 2 rows/columns	Expand/shrink 3 rows/columns	Chessboard size shifts
Time Freeze	Chaotic	Opponent skips Phase 1	Opponent skips Phase 1 & 2	Opponent skips full turn	Opponent loses a turn
Piece Swap Chaos	Chaotic	Swap all knights	Swap all bishops & knights	Swap all non-king pieces	Mass piece swaps
Reverse Roles	Chaotic	Swap queens	Swap kings for 1 turn	Permanent king swap	Kings swap places