

Chess: Realms Unleashed

"A classic battlefield reborn—where strategy meets arcane power, and every move can turn the tide of war."

Step into **Chess: Realms Unleashed**, a turn-based RPG chess experience that transforms the traditional 8×8 board into a realm of strategy, magic, and tactical mastery. While the foundation is familiar—pawns, knights, bishops, rooks, queens, and kings—the battlefield now pulses with extraordinary powers and the clash of skill points.

Skill Points System

Each player manages two pools of skill points:

- **Royal & Non-Pawn Pieces:** 5 skill points shared among rooks, knights, bishops, queen, and king
- **Pawn Pieces:** 5 skill points shared among all pawns

At the start of each turn, skill points are replenished based on remaining pools. These points are your currency to unleash devastating **active skills** or manipulate the flow of battle. Additional ways to gain skill points arise through tactical play and special abilities.

Piece Movement & Combat

Pieces move according to **traditional chess rules**, capturing enemy pieces along their paths. However, the addition of **passive and active abilities** transforms the battlefield into a dynamic arena where positioning, timing, and skill usage matter as much as strategy.

Passive Skills

Passive skills are inherent abilities that constantly influence gameplay. For example:

- **Pawn's "Divided We Fall, United We Stand"** grants immunity to adjacent pawns when three are grouped together, emphasizing tactical formations.

Active Skills

Active skills are unique abilities that consume skill points to activate. They can turn the tide of battle in a single turn:

- **Knight's "Lunar Leap"** allows two consecutive moves
- **Bishop's "Celestial Summon"** can bring pawns onto the battlefield
- **Queen's "Temporal Undo"** can rewind the last turn, changing the course of play

Royal Promotion

Royal Promotion is a special evolution system in **Chess: Realms Unleashed** that allows certain pieces to ascend into **powerful, unique forms** once specific conditions are met. Unlike traditional pawn promotion, Royal Promotion can apply to multiple piece types (pawns, rooks, knights, bishops, and the queen) and often requires:

- **Turn-based conditions** (e.g., reaching a certain turn threshold)
- **Piece-specific objectives** (e.g., capturing certain units, surviving battles, or performing specific actions)
- **Skill Point expenditure** to activate the promotion

Upon promotion, a piece gains **enhanced movement, new passive skills, active abilities, and sometimes summoned units**, significantly altering the dynamics of the battlefield. Royal Promotions add **strategic depth** and **long-term planning**, rewarding players who manage resources and position effectively.

Special Scenarios

- **Pawn Transformations:** Sacrifice a pawn to temporarily become a rook or bishop using **Pawn's Gambit**
- **Archbishop's Summons:** Summon captured enemy pieces using **Soulbinding Conquest**
- **Temporal Manipulation:** Time itself can be bent by the queen or archbishop, offering strategic depth through skills like **Temporal Undo** or **Temporal Shift**

Objective: King's Capture

- In **Chess: Realms Unleashed**, the ultimate goal is no longer checkmate—the player who **captures the opponent's king** claims victory. Success demands more than traditional tactical positioning; it requires **strategic use of skills, precise timing, and mastery of the extraordinary powers** each piece brings to the battlefield. Every move can shift the tide, making every decision critical in the race to dominate the board.

"Chess: Realms Unleashed" presents a chess experience where traditional rules intertwine with innovative skills, offering a dynamic and captivating gameplay journey. Unleash the power of your pieces, master strategic combinations, and navigate the realms of chess in an entirely new light. The game invites players to embrace the fusion of classical elegance and modern complexity, reating an unparalleled chess RPG adventure. Enter the realm and redefine the way you play chess!

Pawn

"Upon standing against royalty, he still rises."

Passive Skill: Divided We Fall, United We Stand

- **Effect:** When three pawns are adjacent, they gain immunity from attacks by other pawns.

Active Skills:

1. **Pawn's Gambit: Transform to Rook or Bishop**

- **Cost:** 1 SP
- **Cooldown:** Once per battle
- **Effect:** Sacrifice another pawn to temporarily transform this pawn into a Rook or Bishop for 1 turn.

2. **Pawn Rally: Call Reinforcements**

- **Cost:** 1 SP
- **Cooldown:** 15 turns
- **Effect:** Summon another pawn onto any tile adjacent to the calling pawn.

3. **Tactical Recall: Retreat to Starting Point**

- **Cost:** 1 SP
- **Cooldown:** Once per battle
- **Effect:** Return up to 4 pawns to their original starting positions on the board.

Knight

"Galloping across the battlefield, he strikes with unwavering resolve."

Passive Skill: Knight's Momentum

- **Cooldown:** 8 turns
- **Effect:** After capturing an enemy piece, the Knight may immediately move again once per activation. This extra move cannot capture another piece. The passive cannot chain infinitely and enters cooldown after triggering.

Active Skills:

1. **Lunar Leap**
 - **Cost:** 1 SP
 - **Cooldown:** 10 turns
 - **Effect:** Perform 2 moves in a single turn, but may capture only 1 enemy piece.
2. **Phantom Charge**
 - **Cost:** 1 SP
 - **Cooldown:** Once per battle
 - **Effect:** Move to any unoccupied square on the board without capturing. Allows rapid traversal across the battlefield.
3. **Chivalric Guard**
 - **Cost:** 1 SP
 - **Cooldown:** 10 turns
 - **Effect:** Select an adjacent allied piece to guard for 3 turns. If the guarded piece would be captured, the Knight teleports to its tile and is captured instead.

Limitations:

- Cannot guard other Knights.
- Can guard only one piece at a time.

Bishop

"Guided by light, his sacrifice turns the tide of battle."

Passive Skill: Divine Offering

- **Effect:** Upon death, the Bishop can either revive one allied piece on the battlefield or transform into an **Archbishop** or **Elemental Bishop** on a friendly tile within a 4×8 area on your side of the board.

Active Skills:

1. Healing Benediction

- **Cost:** 1 SP
- **Cooldown:** Once per battle (per Bishop)
- **Effect:** Revive Pawns, Rooks, or Knights at their starting positions. Using this skill ends the Bishop's turn.

2. Celestial Summon: Sacrifice

- **Cost:** 1 SP
- **Effect:** Sacrifice the Bishop to summon up to 3 Pawns anywhere on the battlefield. Total Pawns cannot exceed 8.

Rook

"A steadfast guardian, he shields allies while striking back with force."

Passive Skill: Retaliation

- **Cooldown:** 5 turns
- **Effect:** When an adjacent allied piece is captured, the Rook performs a counterattack. This effect is limited to horizontal and diagonal tiles.

Active Skills:

1. **Fortify: Activate Invulnerability**
 - **Cost:** 1 SP
 - **Cooldown:** Once per battle
 - **Effect:** Grant all adjacent allied pieces invulnerability for 1 turn.
2. **Royal Castling: Swap Position with the King**
 - **Cost:** 1 SP
 - **Effect:** The Rook and King switch places, ignoring previous moves, other pieces, or potential checks.

Archbishop

"A fallen bishop reborn, wielding the power to command the battlefield."

Passive Skill: Soulbinding Conquest

- **Effect:** When the Archbishop captures an enemy piece, it may summon that piece onto any vacant tile on the player's side. Can trigger only once per battle.

Active Skills:

1. **Temporal Shift: Alter the Flow of Time**

- **Cost:** 2 SP
- **Cooldown:** Once per battle
- **Effect:** Immediately ends the player's turn. During the opponent's next turn, they can only move Pawn pieces.

2. **Eternity Pierce**

- **Cost:** 1–3 SP (sacrifice 1 Pawn per SP)
- **Cooldown:** 20 turns
- **Effect:** Fire a diagonal piercing attack destroying all enemy pieces along that line. The Archbishop does not move. Cannot checkmate. If enemies are destroyed, the Archbishop is knocked back 1 tile diagonally opposite (if the tile is empty).

Elemental Bishop

"Master of the elements, he bends fire, ice, and stone to his will."

Passive Skill: Elemental Grace

- **Effect:** Immune to Lava and Ice tile effects; can pass through Boulder tiles. Maximum of 7 Elemental Tiles on the battlefield. Fire and Ice tiles disappear after triggering their effects.

Active Skills:

1. Infernal Brand

- **Cost:** 1–2 SP
- **Effect:** Convert 1–2 tiles into Lava Tiles. Any piece stepping on Lava is destroyed. Lava can be placed under occupied tiles but activates only when the piece leaves the tile.

2. Glacial Path

- **Cost:** 1–2 SP
- **Effect:** Convert 1–2 tiles into Ice Tiles. Any piece stepping on Ice slides randomly to an adjacent empty tile.

3. Stone Sentinel

- **Cost:** 1 SP
- **Effect:** Place a Boulder Tile on an empty tile. Invulnerable and blocks all movement (including Knights). Lasts 4 turns.

Queen

"Majesty on the battlefield, her presence turns the tide of war."

Passive Skill: Glory for the Queen

- **Cooldown:** 20 turns
- **Effect:** When the Queen is about to be captured, a Pawn on its starting tile is sacrificed first to prevent her capture.

Active Skills:

1. **Regal Safeguard**
 - **Cost:** 1 SP
 - **Effect:** Sacrifice 1 Pawn to grant the Queen invulnerability until the start of the next player turn. This effect triggers at the beginning of her turn, before moving or attacking.
2. **Enchanting Influence**
 - **Cost:** 1 SP
 - **Cooldown:** Once per battle
 - **Effect:** Control the movement of one enemy piece (excluding the opponent's Queen or King) for 1 turn.
3. **Temporal Undo**
 - **Cost:** 2 SP
 - **Cooldown:** Once per battle
 - **Effect:** Revert the game state to the previous turn, preventing the opponent from repeating the same actions.

King

"The sovereign of the battlefield, his presence commands respect and fear alike."

Passive Skills:

1. Monarch's Shield

- **Effect:** The King is invulnerable for the first 10 turns of the game. From turn 40 onwards, if you have fewer pieces than the opponent, the King gains a 1-turn invulnerability shield every 5 turns.

2. Last Stand

- **Effect:** Triggered whenever the King is in check. The King gains additional move tiles based on the number of fallen Pawns.
 - Each fallen Pawn grants an extra move tile during the opponent's next turn.
 - If no Pawns remain, the King automatically gains Queen movement range (attack tile remains 1×1).

3. Crown of Aegis

- **Effect:** The King becomes immune to all elemental hazards except Void tiles:
 - Cannot take damage from Flame tiles
 - Cannot slip on Ice tiles
 - Can pass through Boulder tiles freely
 - Cannot be stunned by Thunder tiles
 - Cannot be restricted by Time-Lock effects
 - Immune to Soulbrand and Wraith Stacks

4. Imperial Decree

- **Condition:** You have no Royal Piece, and the enemy has a Royal Rook
- **Effect:** The King can attack and capture Celestial Boulder tiles placed by the enemy Royal Rook, removing them from the board.

5. Royal Suppression

- **Condition:** You have no Royal Piece, and the enemy has a Royal Knight
- **Effect:** The enemy Royal Knight's Phantom Guard passive cooldown is doubled (6 turns instead of 3).

6. Sanctified Dominion

- **Condition:** You have no Royal Piece, and the enemy has a Royal Bishop or Chronomagus
- **Effect:**
 - Instantly banishes any Wraith-form unit within 1×1 tile of the King
 - Clears all elemental tiles (except Void) along the King's movement path

7. Crown of Reckoning

- **Condition:** You have no Royal Piece, and the enemy has a Crimson Ruler
- **Effect:** All King passive skills, except **Monarch's Shield**, activate regardless of other requirements.
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Chess Realms: Royal Promotion

Royal Acolyte (Pawn)

"From humble beginnings, the pawn rises to command the battlefield."

Promotion Requirement:

- **Condition:** Pawn reaches the last rank
- **Action:** Spend 3 SP to transform into a Royal Acolyte. Consumes the turn.

Passive Skills:

1. **Singularity Rule**
 - Only one Royal Acolyte may exist at a time.
 - If the Acolyte is captured, another Pawn may ascend.
2. **Radiant Presence**
 - All allied Pawns, including the Royal Acolyte, gain **Crown Step**:
 - Move 1 tile in any direction (King-style movement)
 - Attack 1 tile in any direction (King-style capture)
3. **Purge of the Common**
 - While the Acolyte lives, all allied Pawns lose their skills and passives.
 - They become “simple soldiers” with only basic movement and the Crown Step buff.
4. **Echo**
 - Upon promotion, summons a **Spectral Herald** on the board.

Active Skills:

1. **Soulbound Resonance**
 - **Cost:** 2 SP
 - **Cooldown:** 20 turns
 - **Duration:** 5 turns
 - **Effect:** For 5 turns:
 - Royal Acolyte and all Spectral Heralds gain a 3-tile Rook-style range (straight lines only)
 - Both units become **Phased**, allowing them to move through other pieces
 - Enemy pieces phased through gain 1 Curse stack
2. **Abyssal Rite**
 - **Cost:** None
 - **Usage:** Once per battle

- **Effect:**
 - Select a Spectral Herald and permanently sacrifice it
 - Its tile becomes a **Void Tile**:
 - Cannot be entered, jumped over, or targeted
 - Blocks potential checks and acts as a barrier
 - Any enemy piece forced onto or passing through the Void Tile is immediately destroyed
 - Void Tile persists for the rest of the game

Summoned Unit: Spectral Herald

"A phantom envoy, bound to the will of the Acolyte."

Spawn Condition: Appears on any empty original Pawn tile, respecting the 8-Pawn limit when the Royal Acolyte spawns.

Passive Skills:

- Moves like a Rook, up to 2 tiles
- Phases through pieces without stopping
- **Curse Touch:** Each enemy piece it phases through gains 1 **Haunt stack**
 - When Haunt reaches 3 stacks: Both the cursed piece and the Spectral Herald are destroyed simultaneously

Royal Rook

"A bastion of celestial might, trampling foes and reshaping the battlefield."

Promotion Requirement:

- **Condition:** Turn 50+ and 9 or fewer pieces on the board
- **Action:** Spend 2 SP to summon 3 **Celestial Orbs** on random tiles. Consumes the turn.
- **Promotion:** The Rook must capture all three orbs. After capturing the last orb, it transforms into a **Royal Rook**.

Passive Skills:

1. **Celestial Charge**
 - **Effect:** When not adjacent to a Celestial Pillar, the Royal Rook may charge towards the nearest pillar (horizontal/vertical only).
 - Any piece caught in its path is trampled and destroyed.
 - Stops at the board edge or upon reaching either King.
 - Cannot checkmate with this passive effect.
2. **Celestial Synergy**
 - **Effect:** When adjacent to a Celestial Pillar, the Royal Rook gains Queen-like movement, allowing diagonal moves in addition to normal Rook movement.

Active Skills:

1. **Crushing Advance**
 - **Cost:** 2 SP
 - **Cooldown:** 15 turns
 - **Effect:** Dash horizontally or vertically up to 4 tiles.
 - Enemy pieces hit are knocked back 1 tile.
 - If a piece is knocked into another piece, the second piece is destroyed; the first remains on the new tile.
 - Cannot knock the King or knock a piece off the board.
2. **Celestial Pillar**
 - **Cost:** 2 SP
 - **Cooldown:** 20 turns
 - **Effect:** Summon a permanent Celestial Pillar on any empty tile.
 - Blocks all movement, including Knights
 - If summoned adjacent to an enemy piece, it pushes that piece 1 tile away (if a free tile is available)
 - Maximum of 2 pillars per battle

Royal Knight

"A knight reborn through trials, leaving fire and shadows in his wake."

Promotion Requirement:

- **Condition:** Turn 45+
- **Action:** Spend 2 SP to activate **Trial of Valor** (does not consume the turn).
- **Trial of Valor:**
 - Giving Check → +1 Charge
 - Capturing a piece → +1 Charge
 - Adjacent ally dies → +1 Charge (counts on both player and opponent turns)
- **Promotion:** Upon reaching 3 Charges, the Knight transforms into **Royal Knight** at the start of its next turn.

Passive Skill: Phantom Guard

- **Effect:** Leaves a **Mist Knight** illusion on its previous square when moving.
- If the Royal Knight is threatened with capture, it may swap positions with the Mist Knight, destroying the illusion.
- **Cooldown:** 3 turns

Active Skills:

1. Scorched Lance

- **Cost:** 1 SP
- **Cooldown:** 10 turns
- **Effect:** For 2 turns, the Knight's L-shaped movement leaves a trail of fire.
 - Enemy pieces stepping into or ending their turn on the trail are destroyed.
 - Allies are immune.
 - Pieces already on affected tiles when the fire is created are unharmed.

2. Oathbound Gambit

- **Cost:** 1 SP
- **Cooldown:** 8 turns
- **Effect:**
 - Select any enemy piece (except the King) as the **Oath Target** for 2 turns.
 - While active:
 - The Royal Knight can only capture the marked target
 - Leaves a trail of fire on every tile it moves through; any piece (ally or enemy) on the trail is immediately destroyed
 - Becomes invulnerable; only the marked target can threaten or capture it

- **Success:**
 - If the marked target is captured or destroyed by the fire trail:
 - Gain +2 SP
 - The Knight may immediately move again (cannot capture during this bonus move)
- **Failure:**
 - If the marked target survives 2 turns, the Royal Knight is destroyed as punishment for breaking the oath

Limitations:

- Cannot target the King or any Royal-class promoted piece
- Cannot activate while Mist Knight swap is on cooldown (prevents invincibility abuse)
- Can be blocked; the Knight must navigate around obstacles, risking friendly fire

Royal Bishop

"Ascending from shadows, he wields ethereal power to reshape the battlefield."

Promotion Requirement:

- **Condition:** Turn 45+
- **Activation:** Spend 2 SP to enter **Wraithform Ascension** (does not consume the turn)

Wraithform Ascension (Pre-Promotion State):

- Bishop becomes **Ethereal** for up to 7 turns:
 - Can move through any piece (ally or enemy)
 - Cannot be captured, targeted, or blocked (fully invincible)
 - Cannot capture or deliver check during Wraithform
 - Each enemy piece passed through gains 1 **Soulbrand Stack**
 - When a piece reaches 3 Soulbrand Stacks, it is destroyed (except the King), the Bishop is teleported to that tile, and **promotes to Royal Bishop instantly**
 - **Failure:** If no enemy reaches 3 Soulbrand Stacks by the end of 7 turns, the Bishop vanishes from the board (self-sacrifice)
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Passive Skill – Divine Invulnerability:

- Gains 1 turn of invulnerability immediately after promotion
 - Each time the Royal Bishop captures a piece afterward, gains 1 turn of invulnerability
 - **Cooldown:** 5 turns
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Active Skills:

1. **Soul Requiem**
 - **Cost:** 2 SP
 - **Cooldown:** 15 turns
 - **Effect:** Target up to 2 fallen allied pieces (excluding the King) and revive them as **Wraith Pawns** on any empty tile within the Royal Bishop's diagonal range
2. **Sanctified Ruin**
 - **Cost:** 2 SP
 - **Cooldown:** 12 turns
 - **Effect:** Create a **Sacred Zone** on a 3×3 area centered on a diagonal tile within the Bishop's movement range
 - **Duration:** 3 turns

Sacred Zone Effects:

- Allied pieces: Recover 1 turn of cooldown per turn faster
- Enemy pieces: Lose 1 movement range and cannot perform counterattacks
- If a Minor Piece dies inside: The Royal Bishop immediately gains 1 SP

Summoned Unit: Wraith Pawn

"A shadow of fallen allies, fleeting yet deadly."

Spawn Condition: Revived by **Royal Bishop** using **Soul Requiem**

Movement & Skills:

- Moves like a normal Pawn but cannot promote
- No active skills

Passive Skills:

1. **Ephemeral Form**
 - Vanishes automatically after 5 turns if not captured
2. **Deathburst**
 - When captured, explodes in a 3×3 area
 - Destroys Pawns and Minor Pieces (Knight, Bishop)
 - Major Pieces (Rook, Queen, Royal units) and King are unaffected
3. **Soulbound Catalyst**
 - When the Wraith Pawn captures a Pawn, Minor, or Major Piece, reduces **Soul Requiem** cooldown by 2, 3, or 5 turns respectively

Chronomagus

"Time and elements converge, merging two forces into one unstoppable entity."

Promotion Requirement:

- **Turn:** 45+
 - **Condition:** Both **Archbishop** and **Elemental Bishop** must be on the board
 - **Action:** Move both pieces to any two opposite corners of the board (any corners, not necessarily the same side).
 - Once positioned, a **3-turn survival countdown** begins.
 - If both survive until the end of the 3rd turn, they merge into a single **Chronomagus**, which can be placed on any empty tile of the player's choosing.
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Passive Skills:

1. **Soulbinding Conquest**
 - When Chronomagus captures an enemy piece, it may summon that piece onto a vacant tile on the player's side.
 - Cannot capture Royal-class promoted pieces.
 - Can trigger once per battle. If previously used as Archbishop, it refreshes once.
 2. **Elemental Grace**
 - Immune to Lava, Ice, and Thunder tile effects
 - Can pass through Boulder tiles freely without being blocked
 3. **Clockwork Dissonance**
 - At the end of Chronomagus' turn, reduce the cooldown of all friendly skills by 1
 - Can only trigger once every 3 turns to prevent snowballing
 4. **Temporal Anchor**
 - **Cooldown:** 5 turns
 - When an allied piece is captured, the enemy piece responsible is **locked in time** for 2 turns — invulnerable and unable to move
 - Cannot affect the King
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Active Skills:

1. **Prismatic Convergence**
 - **Cost:** 2 SP
 - **Cooldown:** 10 turns
 - **Effect:** Creates a **3×3 Elemental Sanctuary** at a chosen area:
 - Center Tile: Summons a **Celestial Pillar** (Royal Rook effect)
 - 2 Edge Tiles: Become **Flame Tiles** (destroys any piece entering)
 - 2 Opposite Edge Tiles: Become **Thunder Tiles** (stuns pieces for 2 turns)

- 4 Corner Tiles: Become **Ice Tiles** (forces movement to a random adjacent tile when entered)

2. **Unstable Nexus**

- **Cost:** 2 SP
- **Cooldown:** 10 turns
- **Duration:** 3 turns
- **Effect:** Turns 9 random tiles on the board into random Elemental Tiles (Flame, Thunder, Ice, Celestial Pillar)
 - Maximum of 3 tiles per element
 - Tiles revert after 3 turns
 - Cannot overwrite the King's current tile

3. **Singularity Collapse**

- **Cost:** 2 SP
- **Cooldown:** Once per battle
- **Effect:** Choose any piece (ally or enemy). Chronomagus and the target are removed from the board for 1 turn
 - On the next turn, Chronomagus reappears on any empty tile
 - The chosen piece reappears on any empty tile of your choice (cannot cause checkmate)
 - Enemy pieces lose 1 turn of action if reappearing disoriented

CRIMSON RULER

"A sovereign who sacrifices all to reign supreme, turning the board into her domain of oblivion."

Promotion Requirements:

- Queen must capture 2 Royal Pieces (friend or foe)
 - Queen must capture your own King (sacrificing your leader willingly)
 - If no King exists for 2 turns, the player loses the game
 - Spend 5 SP to activate **Tyrant Ascension**, transforming the Queen into **Crimson Ruler**
 - Stalemate is not allowed while the Crimson Ruler is on the board
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Passive Skills:

1. **Royal Ascendancy**
 - Crimson Ruler becomes the King — can be checked and checkmated normally
 - Gains Queen + Knight movement (can move like any piece)
 - Inherits **Royal Sacrifice** passive: power of fallen Royal Pieces strengthens her
 2. **Tyrant's Presence**
 - Normal SP gain is disabled for both players
 - Crimson Ruler gains 1 SP only by capturing pieces (ally or enemy)
 - Opponents must capture pieces to gain SP
 3. **Temporal Undo**
 - When checkmated, the Crimson Ruler erases the enemy's last move as if it never happened
 - Can trigger **once per game**; subsequent checkmates result in normal death
 4. **Spiral of Oblivion**
 - At the end of each Crimson Ruler turn, choose a corner tile (A1, A8, H1, H8)
 - The Void begins consuming the board in a clockwise spiral
 - Consumed tiles become **Void Tiles** (impassable, unusable)
 - Any piece caught on a tile as it is consumed is destroyed (no SP gain)
 - Process continues each turn until the center tile is voided
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Active Skills:

1. **Imperial Cataclysm**
 - **Cost:** 1 SP
 - **Cooldown:** 5 turns
 - **Effect:**
 - Choose a direction (Vertical, Horizontal, or Diagonal) from Crimson Ruler's position
 - Choose an element: Flame, Ice, or Thunder

- All tiles in that direction transform into the chosen element for 1 turn:
 - **Flame:** Destroys any piece entering
 - **Ice:** Enemy pieces on tiles move randomly on next turn
 - **Thunder:** Stuns enemy pieces for 1 turn

2. Tyrant's Eclipse

- **Cost:** 1 SP
- **Cooldown:** 5 turns
- **Effect:**
 - Crimson Ruler becomes **Ethereal** for 2 turns (cannot be captured)
 - Passing through enemy pieces applies **Eclipse Marks**
 - At 2 stacks, marked piece is destroyed (King excluded)
 - Crimson Ruler ends on the last tile passed through
 - Cannot deliver checkmate while Ethereal

3. Pillar of Dominion

- **Cost:** 1 SP
- **Cooldown:** 5 turns
- **Effect:**
 - Summons a **Pillar of Dominion** on any empty tile
 - Starting next turn, pillar pulses **Domination Energy** in a 3×3 area:
 - Enemy pieces in the area gain 1 Domination Stack
 - At 3 stacks, the piece is petrified and replaced by another Pillar of Dominion
 - Chain reactions possible if new pillar spawns near enemies
- **Limitations:** Cannot place within 1 tile of enemy King; maximum 3 pillars on board

4. Dread Queen's Shade

- **Cost:** None
- **Cooldown:** 10 turns
- **Effect:**
 - Summons a **Dreadshade Clone** (ghostly version of Crimson Ruler) on any empty tile
 - Does not consume the turn
- **Additional Options (1 SP each):**
 - **Swap:** Instantly swap places with Dreadshade (does not consume turn)
 - **Possess:** Capture nearest enemy piece within 2 tiles of Dreadshade; turns it into an allied Wraith for 2 turns
- **Limitation:** Only 1 Dreadshade Clone may exist at a time

