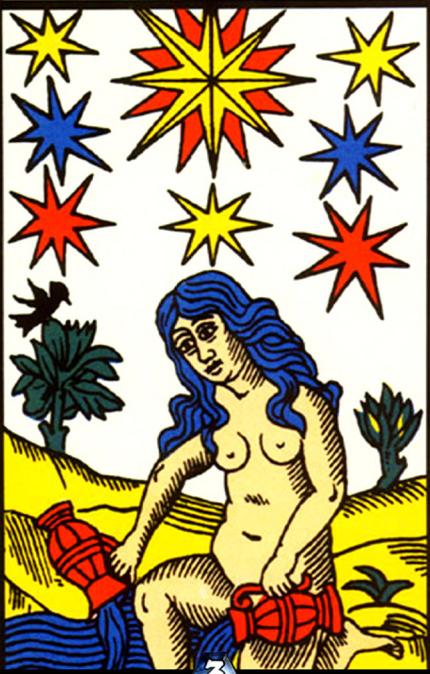


XVIII**The Moon (XVIII)**

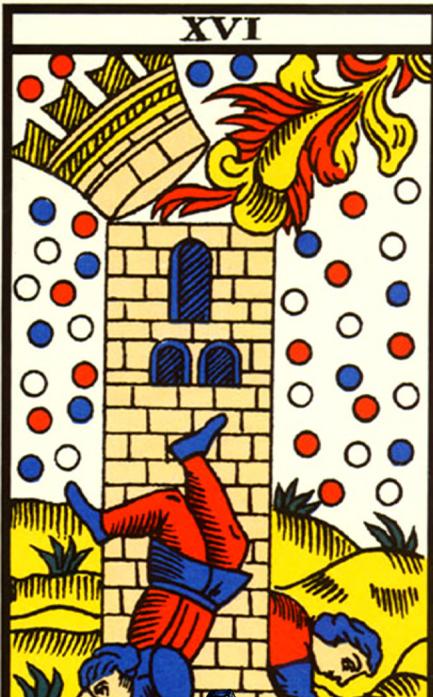
Mimic an opponent's last move using one of your pieces.

XVII**The Star (XVII)**

Ensure all your pieces' moves result in a check for the next turn.

XVIII**The Sun (XIX)**

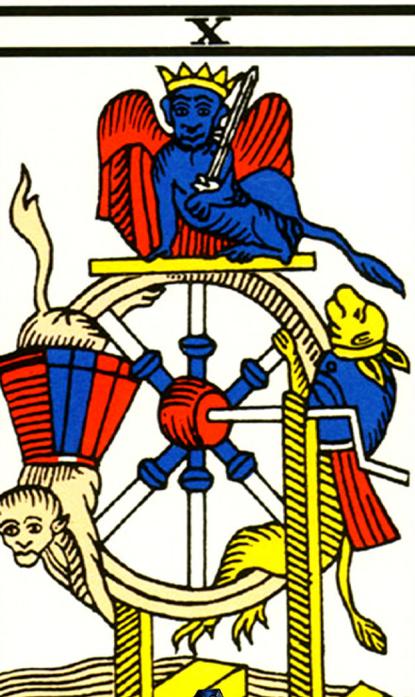
All your pieces can move one additional square beyond their usual limit for one turn.

XVI**The Tower (XVI)**


Remove one piece from the game within a 3x3 grid centered on a chosen square.

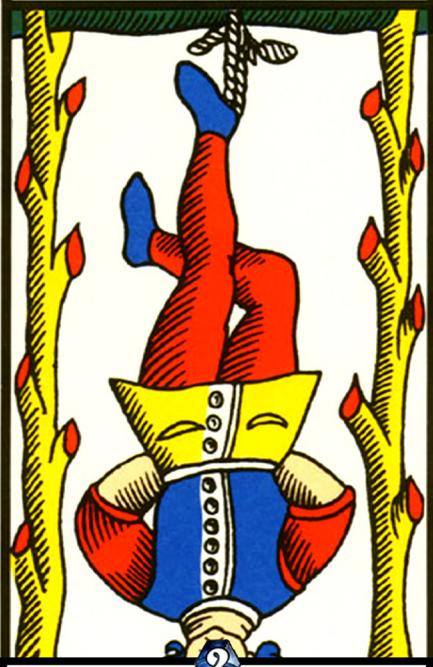
XXI**The World (XXI)**

Swap any two pieces on the board.

X**Wheel of Fortune (X)**

Randomly swap the positions of all pieces on your back row.



**XII****2****The Hanged Man (XII)**

Sacrifice your move to revive any high-value piece (Queen or Rook).

**VIII****2****The Hermit (IX)**

Make a piece immune to all effects and captures for one turn.

**V****2****The Hierophant (V)**

Swap positions of two of your pieces.

**II****2****The High Priestess (II)**


Look at the opponent's hand and shuffle one card back into their deck.

**VI****3****The Lovers (VI)**

Merge two adjacent pieces to move and capture as a unit for one turn.

**I****2****The Magician (I)**

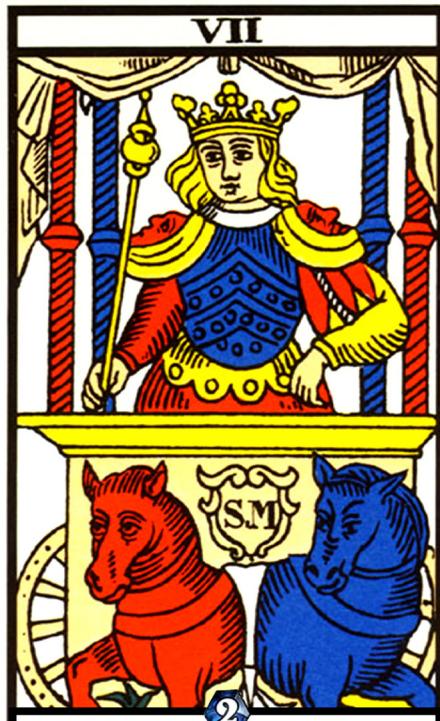
Change the movement pattern of one piece to that of another for one turn.





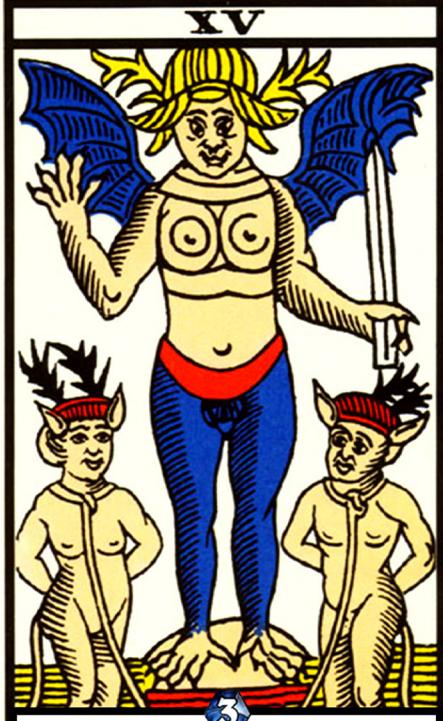
Temperance (XIV)

All pieces are limited to moving only one square per turn for the next three turns.



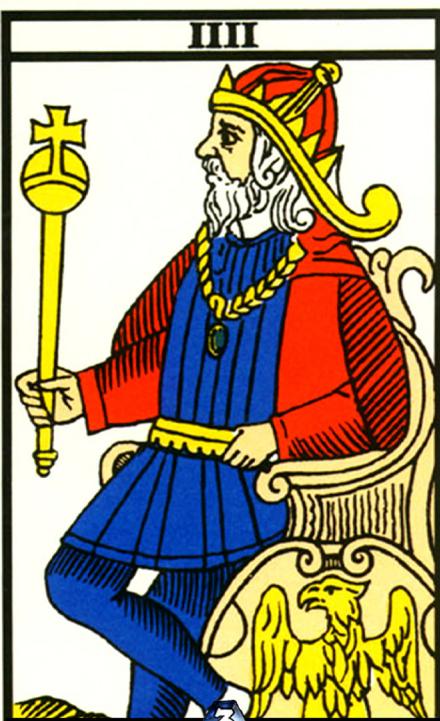
The Chariot (VII)

Move any piece up to two additional squares beyond its normal capability.



The Devil (XV)

Choose an opponent's piece; it cannot move for two turns.



The Emperor (IV)

Protect a piece from being captured or targeted by effects for one turn.



The Empress (III)

Revive one captured piece to any vacant spot on your half of the board.



The Fool (0)

Swap positions of any two pieces on the board.

