

DND-Type Chess

Moves

Piece Move

- Moving a piece normally, effected by a spell or otherwise

Spell

- Casting a spell
- You can cast 1 spell per turn, unless Spell Expansion is used, in which case you may cast 3 spells per turn.

Black Magic

- If applicable, cast a **Black Magic** spell
- You can still cast a normal Spell, because a **Black Magic** spell gets a special slot.

Terms

Magic Slot

- May be used once per turn (unless Spell Expansion is used) for normal Spells
 - There is a special Magic Slot for **Black Magic** that may only be used if your Bishop learns **Black Magic**
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Places

Gulag

- When a piece is in the gulag they are stuck there for 5 turns (unless said otherwise by a spell)
- When a piece is sacrificed it is taken here

Board

- Where the game is played

Dead Zone

- Where pieces taken by normal means (ex. Fireball, hersey, being killed at all)
- Only certain Black Magic spells can take pieces out of the dead zone

Shadow Realm

- Pieces are taken here when a spell states that it takes a piece there.
- The only thing that can make pieces leave the Shadow Realm is the GOD spell

Checkers Board

- Appears when a domain / range expansion happens or when the 20-20-20 Dropkick is used
- Is active forever until there is a victor of DND Chess or the Checkers game
- Both the Checkers match and the DND Chess match is played simultaneously
 - Checker Pieces are not permitted to go onto the Chess Board, unless a DIY Spell is used to make an exception.

Purgatory

- A type of Dead Zone, when a piece is in it

- Stuck there for 2 turns and then sent to the Dead Zone if not revived
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Piece Ranks

Pawn

- Lowest Rank, 1 point of material. Usually used for sacrificing. Can be specially Enchanted with Bulldoze Lv. 1-5

Rook

- 2nd Lowest Rank, 2 points of material. Can be Enchanted with Sniping Lv. 1-3.

Knight

- 3rd Highest Rank, 3 points of material

Bishop

- 2nd Highest Rank, 4 points of material. Can be used for **Black Magic** Spells.

Queen

- Highest Rank, 5 points of material

King

- Useless but important

All rules are the same except for the new Custom Spells, Enchantments, etc.

Spells

Fireball

- Lets you take out up to two pawns
- 3 turn cooldown
 - If you enchant your king (or other piece acting as your king) to Lv. 2, you can take 3 pawns.

Mind control

- Make 1 move for the other player.
- 5 turn cooldown

Peasant's Rebellion

- Choose up to 3 of your opponent's pawns, and they are now your pieces. They are still pawns.

Politician

- Turns your King into a queen and causes another piece to turn into the king.
 - Turns your Lv. 2 King back to Lv. 1
- 10 turn cooldown

Hersey

- A pawn under the influence of the magic move "cleanse" will be taken to the *Gulag*

Teleportation

- Cooldown 5

- Teleports any chess piece to any part of the board except where the current king piece is.

Punishment

- Moves them immediately to the *Gulag*
- Only works after an opponent (with a pawn) takes a piece that has a rank greater than a rook. (No cooldown)

Textbook

- Play normal chess for 2 turns
- 2 turn Cooldown

Flip-a-coin

- Challenge an attack from your opponent. If heads, it is canceled out. If tails, it is doubled.
- This works for any Spell or Black Magic Spell

Wool Sock

- Take the opponent's (or your own) King and Queen out of the board for 3 turns.

Spell Expansion

- Give yourself 3 more spell / **Black Magic** slots that you can use for that turn.
- 3 turn cool down

Conscription

- You get an extra line of Pawns once the spell is used
- No cool down
 - May be used 3 times per player per game

Bow and Arrow

- Bring 3 pawns forward in the shape of an arrow
- Only stops when any pawns in the arrow hits the other side of the board or a piece

Uno Reverse Card

- Flips the board around (white player now plays the black pieces & vice-versa)
- May be used only 2 times per player per match

Skip

- Skips the next player's turn, black magic turn, and magic turn
- 3 turn cooldown

Nuh-Uh

- Undos the previous turn
 - 2 turn cool down

Wild 2

- For 2 turns, only be allowed to move pieces on the chosen color tile

Screw-you-in-particular

- Takes one selected piece to the Dead Zone when it is in a group
- "Group" is true if pieces are in a 3 by 3 row

Constitution

- Makes every pawn (on both teams) must be taken off the board
- In the event of when the spell conscription is used, you flip a coin, if heads, the spell works, if tails, vvvit fails and you just wasted a magic turn
- Effects of constitution lasts all game

GOD

- Have to flip through a Bible and read a phrase to revive a piece from the Shadow Realm
- Also works if you recite a Bible verse
- 2 turn cool down

Catholic School

- The piece gets removed from the board for 20 turns and cannot move. However, it can take any amount of pieces from the Shadow Realm

Rage

- Flip the board

Pocket 4]

- You have to be right next to the opps and you can use pocket sand
- And get rid of the peaces

Freeze

- Freeze any piece so it cannot be moved for a turn
- Cooldown of 3 turns

Earthquake

- Shake the board and see what falls over
- Cooldown of 3 turns
- Taken to graveyard

Mitochondria

- Puts a checker in the middle of the board, and gets surrounded by the lowest ranking pieces of the opponent's team.
- Pieces in affect cannot move until the spell wears out
- Spell wears out after 4 turns

Underwater

- Makes every piece moves like the king piece
 - Debuffs Sniper enchantment to only 3 squares

Gamer

- Can take away a rook for 15 turns, after 15 turns, it gets enchanted with Sniping VI (100% sniping accuracy)

King's Disdain

- Players play 3 turns of war, the one with most victories gets an extra Magic slot for 5 turns

September 11, 2001 (or "9/11")

- If two rooks are next to each other, a player may use Plane; which removes both rooks are taken to the *Shadow Realm*
- No cooldown, situational

Rifle Toss

- Flip a coin. If heads, gain a piece from the *Shadow Realm*. If tails, lose a piece to the *Shadow Realm*
- There is no cool down, and does not take your Magic Slot for this turn

Learn Black Magic

- Teach a Bishop of your choosing to have the ability to use **Black Magic Spells**

- This takes 2 turns to enact, to stop a Bishop from learning **Black Magic**, you must kill them with a normal chess move (no Spells may kill the Bishop whilst learning **Black Magic**).

Enchant

- Enchants a piece of your choosing with an enchantment of your choosing!
 - 30 turn cooldown for a Lv. 0 King
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Public Execution

- The other player may use this spell to banish the Bishop with **Black Magic** to Purgatory.
- This has to be done within 2 turns of the Bishop using the Learn **Black Magic** spell, or Public Execution is not allowed to be used.
 - If the Bishop has been taught **Black Magic**, you may use Public Execution within 10 full turns of the Bishop learning **Black Magic**. If it is not used, the Bishop will be able to use **Black Magic** spells until they are killed with a normal chess move (no Spells or **BM** Spells).
- If Public Execution is used, the other player may not use **Black Magic** until they cast it upon another Bishop.

Black Magic / Dark Magic / Dark Arts

- Used on a Bishop to get any of the following spells; and another Magic slot for Black Magic Spells:

Corrupt Government

- Sacrifices 3 pawns to make any piece move like a queen (or any other piece)
- Effective until you or your opponent casts Cleanse

Pandemic

- All pieces are be moved one square away from one another
- Ones that are unable to be moved in a way that makes this possible will be sent to the *Dead Zone*
- Pieces that are next to each other while the spell is active for more than one move is taken to the *Dead Zone*
- Spell is deactivated after 4 turns

20-20-20 Drop Kick

- Send the piece into another board, but it is checkers.
- Whoever wins the checkers match, they get another magic slot
- Both games go on simultaneously
- Only works on pawns

The Ban Hammer Has Spoken. (or "Ban Hammer")

- Permanently deletes a chosen piece that isn't the current King piece
- Only able to be used once per player per game

Black Hole

- Anything that is in the middle of the board (the 4 central squares) gets deleted.
- Those pieces go to purgatory

Boot Camp

- Adds a row of checkers (kid pawns) to your side of the board
- Flip a coin twice to see if the checker can kill someone, if it lands on tails once, it kills itself.
- After 13 turns, the checkers turn into normal Pawns
- May be used twice per player per game

Resurrection

- Bring back a taken piece from the *Dead Zone*.
- Must do a goofy ahh custom spell that must rhyme to be effective. If you do not, roll a d20; anything higher than a 15 will bring a piece back. 14 and below will not do anything.
- 2 turn cool down

Nuke

- All pieces that are higher than a pawn (including the King (or King piece)) are destroyed. This includes your own King (or King piece)
- Unless a coin flip lands on Heads, a pawn gets to become a zombie. Both players can operate the zombie piece(s). You must attack if you can, otherwise, move to a point where you can.
- May be used 2 times per player per game.

Full Metal Jacket (MOVIE REFERENCE!!!!)

- May be used on a piece ranked higher than a Bishop
- Sends the Queen to the Dead Zone
- Used up to 2 times per player per game.

DIY Spell

- Come up with a random regular spell with it's own properties
- Sacrifices the Bishop that casted said spell (NO EXCEPTIONS)
- May be used only twice per person per game of DND Chess

Math Spells - Needs a Lv. 2 King

$$y = mx + b$$

- Both colored pawns will do this if there aren't enough pawns on the board for the caster
- Makes the pawns line up in a $y = mx + b$ type slope
 - All pieces in the way are sent to the *Shadow Realm*
- 1 turn cool down

Equilateral

- You mirror your opponent's current position on the board – no matter what position if they are in
- Your pieces will go to the same spot your opponent's pieces are
 - (ex. Opponents piece is in Gulag, your piece goes there as well)

Domain Expansion

- Adds a second board but it's checkers on the x axis
- Both games go on simultaneously until there is a victor of checkers
- When a player wins the checkers match, they get another magic slot for 5 turns
- 15 turn cooldown

Range Expansion

- Adds a second board but it's checkers on the y axis
 - Both games go on simultaneously until there is a victor of checkers
 - When a player wins the checkers match, they get another magic slot for 5 turns
 - 15 turn cooldown
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Infinity Gauntlet (WIP) - Needs a Lv. 3 King

- All spells can be used only **ONCE** per player per game (unless otherwise noted)

Time Stone

- Can undo any amount of moves on 1 piece

Reality Stone

- A piece gets turned into a mimic. The player that casted Reality Stone does not have to tell the other player the piece they mimicked until it is either killed, or they want to tell the other player.
 - May be used 3 times per player per game.

Space Stone

- Just teleport with a fancy name
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Enchantments

- To enchant a piece with any of the following Enchantments, you must sacrifice 3 pawns per Enchant, or per Enchant Level (Lv). Or you may wait 30 turns (Lv. 0 King) / 15 turns (Lv. 1 King) / 7 Turns (Lv. 2 King)
 - E.x.: If you want to Enchant your Rook with Sniping 2, you would need to sac. 6 pawns, or wait 60 / 30 / 14 turns

Bulldoze

(For Pawns Only)

Lv. 1: You can bulldoze through 2 pieces

Lv. 2: ... 4 pieces

Lv. 3: ... 5 pieces

Lv. 4: ... 6 pieces

Lv. 5: ... All pieces; and if the pawn gets to the other side of the board, you may not rank up the pawn until your next turn.

- If your pawn gets to the other side of the board, and you rank it up to a Bishop, you lose the Bulldoze enchant

Cleanse

Lv. 1: You can change 1 piece to your team per turn

Lv. 2: You can change 3 pieces to your team per turn

Lv. 3: You can change 5 pieces to your team per turn

Mirror

Lv. 1: You can deflect 1 attack (e.x Sniper) in the opposite direction

Lv. 2: You can deflect 3 attacks in the opposite direction

Lv. 3: You can deflect 6 attacks in the opposite direction

Lv. 4: You can deflect 8 attacks in the opposite direction

Indoctrination

- This has a 2 turn cool down

Lv. 1: You can Indoctrinate 1 piece into your team, permanently (Cleanse does not work on the Indoctrinated Piece(s))

Lv. 2: ... 2 Pieces

Lv. 3: ... 5 Pieces

Lv. 4: ... 8 Pieces

Dodge

- Causes the enchanted piece to dodge an opponent's attack if a space around the piece is clear
- 2 pieces Enchanted per player per game max – may not be applied to the King or current King piece. Any other piece is fine.

Sniping

Only works on Rooks. Pieces go to *Shadow Realm* when Sniped. If challenged, they go to the *Dead Zone*

- Lv. 1: Roll a d20 – anything more than 15 hits
- Lv. 2: Flip a coin; Heads, hits. Tails, misses.
- Lv. 3: 100% accuracy, always hits

Mending

Lv. 1: Makes 1 piece immortal, unless it is attacked more than once in one turn

Minecraft Steve

- Enchants a rook to be able to jump to any black square on the board.

Speed

- Lv. 1: Lets a piece move twice in one turn
- Lv. 2: Lets a piece move four times in one turn

Level Up (King or King piece **ONLY**)

To Level Up a King, you must Sacrifice 3 Pawns, as well as wait 30 / 15 / 7 turns to Upgrade the King / King Piece.

- Lv. 1
 - Level up your king by one Lv.
 - Once used, you choose between lowering your enchantment cooldown from 30 turns to 15 turns OR enchanting 2 DIFFERENT pieces at a time.
- Lv. 2
 - Level up your king by one Lv.
 - Once used, you choose between lowering your enchantment cooldown from 15 turns to 7 turns OR enchanting 4 DIFFERENT pieces at a time.
- Lv. 3
 - Level up your King by one Lv.
 - Once used, you get an extra Magic / **Black Magic** Slot or

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God moves

Be gone

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