

Fairy element	Definition	Example(s)
Andernach	Non-capturing moves are normal, but a unit (except a King) changes its colour after capturing. A Rook on its home square after a colour change may subsequently castle under the normal castling rules.	https://www.jurajlorinc.com/chess/m93_98.htm#uloha1
Anticirce	A capturing unit is reborn on its own Circe square. In Anticirce Cheylan captures on own Circe square are not allowed.	https://www.jurajlorinc.com/chess/trfapr01.htm#uloha8
Berolina	As Pawn, but moves one square diagonally forwards (or two squares from its 2nd rank) and captures one square directly forwards. May capture e.p. immediately after a double step by another Berolina.	https://www.jurajlorinc.com/chess/sprin084.htm#uloha18
Camel	(1,3)-leaper.	https://www.jurajlorinc.com/chess/twrepi02.htm#uloha5
Chameleon	After each of its moves, a Chameleon transforms into another form in the sequence Knight > Bishop > Rook > Queen > Knight>... In the presence of Chameleons, normal pawns may promote to either normal or Chameleon in any form.	https://www.jurajlorinc.com/chess/popfap09.htm#uloha6
Chinese pieces (Leo, Pao, Vao, Nao)	Move and capture on (Queen, Rook, Bishop, Nightrider) lines, but when capturing move any distance to reach a hurdle and then any further distance beyond it.	https://www.jurajlorinc.com/chess/spbo16.htm#uloha13
Circe	A captured unit is reborn on its own Circe square.	https://www.jurajlorinc.com/chess/m165_169.htm#uloha5
Giraffe	(1,4)-leaper.	https://www.jurajlorinc.com/chess/twrepi02.htm#uloha5
Grasshopper family (Grasshopper, Rookhopper, Bishopper, Nightrider Hopper)	Move on (Queen, Rook, Bishop, Nightrider) lines any distance to reach a hurdle and then a single step beyond it.	https://www.jurajlorinc.com/chess/sg26.htm#uloha21 https://www.jurajlorinc.com/chess/ccm18t_o.htm#uloha3
Lion family (Lion, Rook Lion, Bishop Lion, Nightrider Lion)	Move on (Queen, Rook, Bishop, Nightrider) lines any distance to reach a hurdle and then any further distance beyond it.	https://www.jurajlorinc.com/chess/spbo18.htm#uloha2
Locust family (Locust, Rook Locust, Bishop Locust, Nightrider Locust)	Move by capturing on (Queen, Rook, Bishop, Nightrider) lines to a vacant square, by passing over a unit of opposite colour and landing single step beyond the captured hurdle.	https://www.jurajlorinc.com/chess/ccm19t_o.htm#uloha5
Madrasi	A unit (except a King) is paralysed if it and any opposite-colour unit observe one another; it can then neither move, capture or check, but retains the power to paralyse other units. In Madrasi RI also Kings can paralyse each other.	https://www.jurajlorinc.com/chess/m222_229.htm#uloha3
Neutral unit	May be regarded as belonging to either side at any turn, and may be moved or captured by either side. A neutral Pawn moves only in the direction of the side playing it, but promotes to a neutral piece. A Neutral King would be the only King on the board; it may be checked or mated by either side, but may not be placed in check by an opposite-colour unit or by another neutral unit.	https://www.jurajlorinc.com/chess/m170_174.htm#uloha4
Nightrider	A line piece whose moves consist of a number of knight steps in the same direction.	https://www.jurajlorinc.com/chess/h2grni08.htm#uloha2
Patrol chess	Units move normally, but a unit (including a King) may only capture or check when observed by another unit of the same colour.	https://www.jurajlorinc.com/chess/patr_1.htm#uloha2
PWC	A captured unit is reborn on the departure square of the unit making the capture – so that the two units simply exchange places. A Pawn reborn on its 1st rank will subsequently be unable to move.	https://www.jurajlorinc.com/chess/m39_45.htm#uloha6
Royal unit	Subject to check, in the same manner as the King in normal chess. As is the case for kings, if a royal unit is checked, the check must be annulled immediately, and if this is not possible, the side to which the royal unit belongs is mated. A royal Pawn promotes to a royal piece.	https://www.jurajlorinc.com/chess/roypie01.htm#uloha2
Take&Make	After a capture, the capturing unit (King included) must make a further non-capturing step in the manner of the captured unit as part of the same move; such a step must be possible, otherwise the capture may not be made. A pawn can only promote if it captures and is conveyed to the promotion rank by such a step, but a capturing pawn may not be conveyed to its 1st rank by such a step. Checks are normal.	https://juliasfairies.com/problems/no-1595/
Zebra	(2,3)-leaper.	https://www.jurajlorinc.com/chess/pas26_3.htm#uloha15