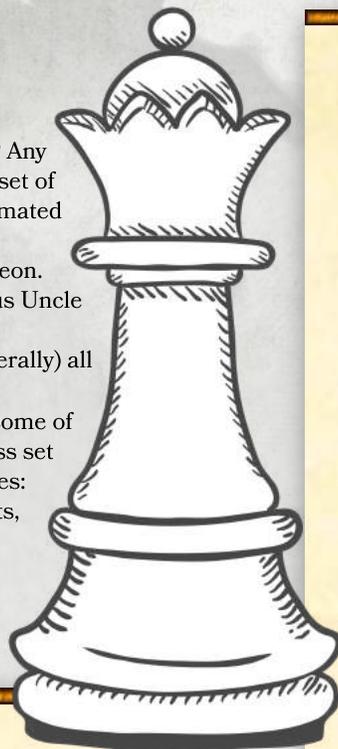


# ANIMATED CHESS PIECES

Who doesn't love a good game of chess? Any adventurers who've ever come across a set of these deadly constructs, that's who! Animated chess pieces are a staple of most any mastermind wizard or illusionist's dungeon. The first set was created by the infamous Uncle Skeleton who challenged close to 100 adventurers to face his set, crushing (literally) all of them in mortal combat.

And unless the set's been split up or some of the pieces have been destroyed, the chess set almost comes in a group of sixteen pieces: the king, queen, two bishops, two knights, two rooks, and eight pawns.

**Construct Nature.** A chess piece does not require air, food, drink, or sleep.



## KING

Large construct (chess piece), unaligned

**Armor Class** 17 (natural armor)  
**Hit Points** 85 (10d10 + 30)  
**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	17 (+3)	1 (-1)	3 (-4)	1 (-1)

**Saving Throws** saving\_throws

**Skills** skills

**Damage Vulnerabilities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 10 ft. (blind beyond this radius), passive Perception 6

**Languages** —

**Challenge** 3 (700 XP)

**Antimagic Susceptibility.** The king is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the king must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**Checkmate.** If the king is destroyed, all other chess pieces of the same color within 120 feet of the king are destroyed as well.

### Actions

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

## QUEEN

Large construct (chess piece), unaligned

**Armor Class** 17 (natural armor)  
**Hit Points** 168 (16d10 + 80)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	3 (-1)	10 (+0)	1 (-5)

**Saving Throws** Str +9, Dex +5, Con +9

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 90 ft. (blind beyond this radius), passive Perception 10

**Languages** —

**Challenge** 11 (7,200 XP)

**Antimagic Susceptibility.** The queen is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the queen must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**Charge.** If the queen moves at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed back 10 feet and knocked prone.

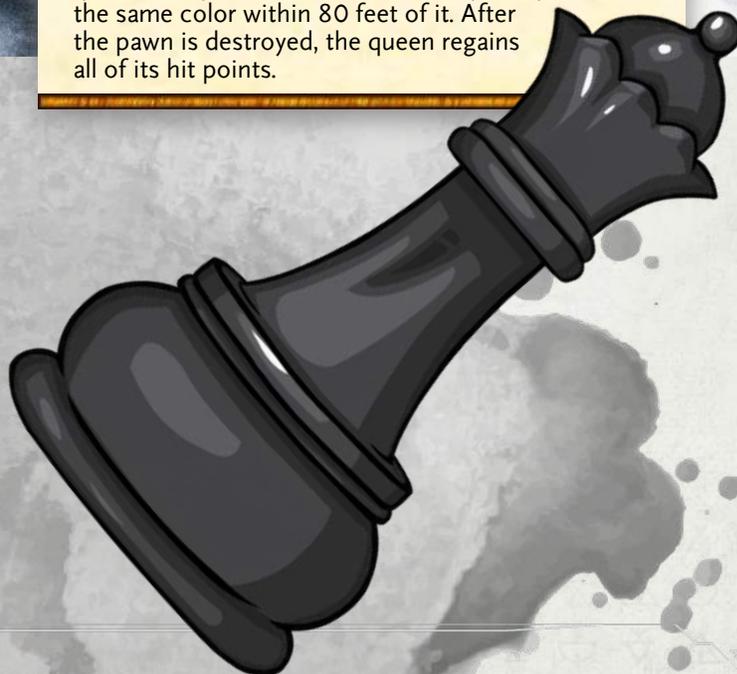
### Actions

**Multiattack.** The queen makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

### Reactions

**Pawn Promotion (1/Day).** If an attack reduces the queen's hit points to 0, it can destroy one pawn of the same color within 80 feet of it. After the pawn is destroyed, the queen regains all of its hit points.





## BISHOP

Large construct (chess piece), unaligned

**Armor Class** 17 (natural armor)  
**Hit Points** 59 (7d10 + 21)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	3 (-4)	14 (+2)	1 (-5)

**Saving Throws** Wis +5  
**Damage Immunities** poison, psychic  
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** blindsight 90 ft. (blind beyond this radius), passive Perception 10  
**Languages** —  
**Challenge** 5 (1,800 XP)

**Antimagic Susceptibility.** The bishop is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the bishop must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

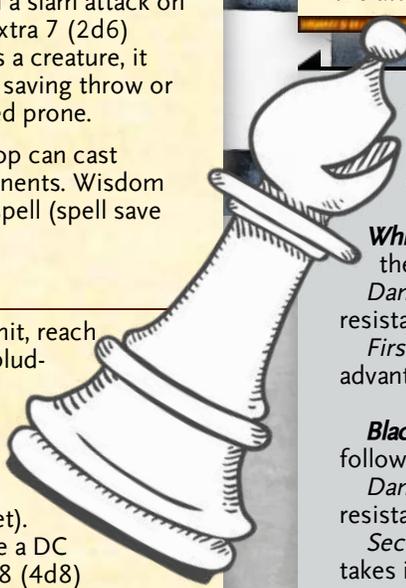
**Charge.** If the bishop moves at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed back 10 feet and knocked prone.

**Innate Spellcasting (1/day).** The bishop can cast sanctuary without using any components. Wisdom is its spellcasting modifier for this spell (spell save DC 13).

### Actions

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 3) bludgeoning damage.

**Radiant Beam (Recharge 4-6).** The bishop emits a line of radiant energy in a 5-foot-wide beam that is up to 120 feet long (minimum of 5 feet). Each creature in the area must make a DC 13 Dexterity saving throw, taking 18 (4d8) damage on a failed saving throw or half as much damage on a successful one.



## KNIGHT

Large construct (chess piece), unaligned

**Armor Class** 20 (natural armor, shield)  
**Hit Points** 114 (12d10 + 48)  
**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	2 (-4)	5 (-3)	1 (-5)

**Saving Throws** Str +8, Con +8  
**Damage Immunities** poison, psychic  
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 7  
**Languages** —  
**Challenge** 9 (5,000 XP)

**Antimagic Susceptibility.** The knight is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the knight must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

### Actions

**Longsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage when wielded with two hands.

### Reactions

**Parry.** The knight adds 3 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

### VARIANT: BLACK AND WHITE

Depending on the color of the set, the chess pieces may have additional traits.

**White Pieces.** A set of white chess pieces have the following addition traits:  
**Damage Resistances.** The chess piece has resistance against radiant damage.  
**First mover advantage.** The chess piece has advantage on initiative rolls.

**Black Pieces.** A set of black chess pieces have the following addition traits:  
**Damage Resistances.** The chess piece has resistance against necrotic damage.  
**Second mover advantage.** The black piece always takes its turn at initiative count 10. Attacks made against the black piece have disadvantage against it in the first round of combat.

## ROOK

Large construct (chess piece), unaligned

**Armor Class** 18 (natural armor)  
**Hit Points** 195 (17d10 + 102)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	22 (+6)	1 (-5)	3 (-4)	1 (-1)

**Saving Throws** Str +10

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 90 ft. (blind beyond this radius), passive Perception 6

**Languages** —

**Challenge** 10 (5,900 XP)

**Antimagic Susceptibility.** The knight is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the knight must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**Charge.** If the rook moves at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed back 10 feet and knocked prone.

### Actions

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

### Reactions

**Castling.** When a king chess piece of the same color is targeted by an attack and the rook is within 30 feet of the king, the king and the rook can magically swap places. Once they do, the rook becomes the target instead.

## PAWN

Medium construct (chess piece), unaligned

**Armor Class** 13 (natural armor)  
**Hit Points** 26 (4d8 + 8)  
**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	1 (-5)	3 (-4)	1 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 6

**Languages** —

**Challenge** 1/4 (50 XP)

**Antimagic Susceptibility.** The knight is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the knight must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

### Actions

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

